Video-Kinetics

for Violin and Guitar

Video-Kinetics, for Violin and Guitar

I. Video-Kinetics
II. Criss-Cross Diagonals
III. HandGames in 3 parts, with optional percussion player or tape

Two players who also perform various body movements and motions while improvising.

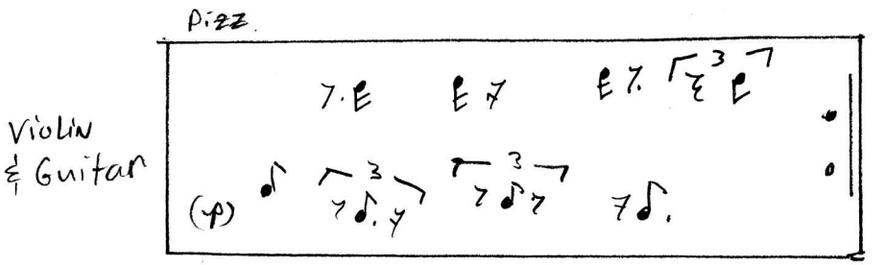
III. HandGames features the players performing various hand gestures while a percussion player or tape accompanies.

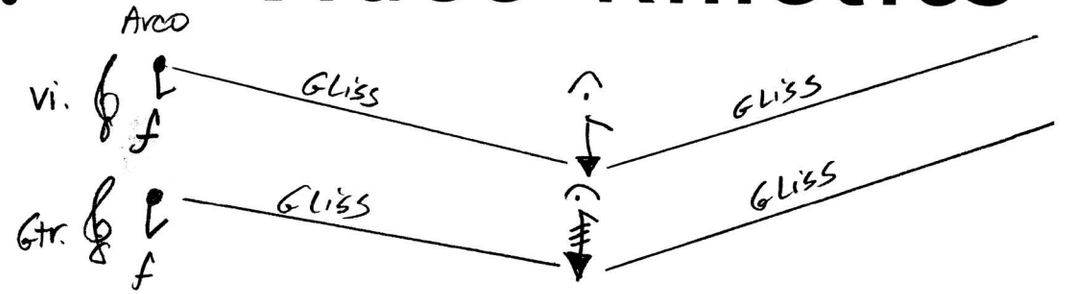
Video-Kinetics could be performed live, or rendered as a video production.

I. Video-Kinetics

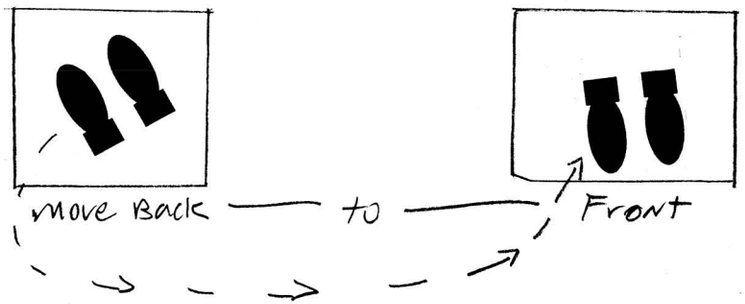
for Violin and Guitar

Slow, Accented Movements

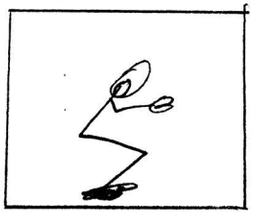


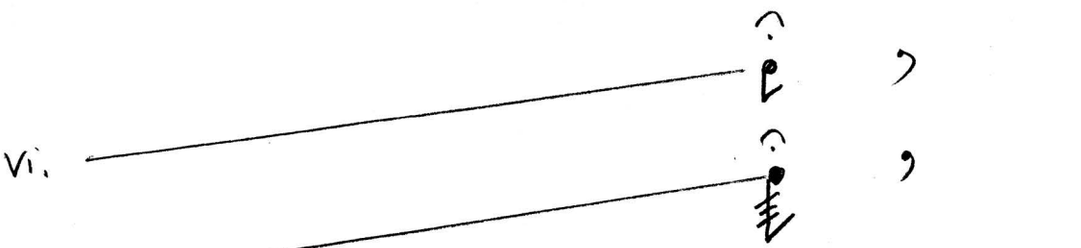


opens with players' backs facing audience, then move back to front.

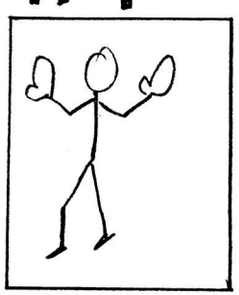


L-P (Low Position)





H-P (High Position)



Vi. Gliss

Gtr. Gliss

Gliss

Gliss

Mod.

Vi.

Gtr.

Facing Audience

Normal Position

L-P H-P

H-P L-P (repeat)

Right Leg Out

Left Leg Out

turn out

(hard bow pressure)

Vi.

(scrape string w/ plectrum)

Gtr.

mod.

Back to audience

Back to audience
Lift Leg

facing each other

Down on Knees

(then stand back up)

Turn in

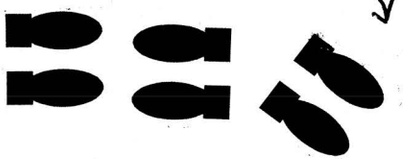
2.

Vi.

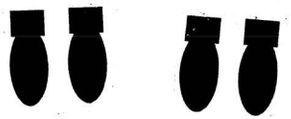
Gtr.

Facing each other

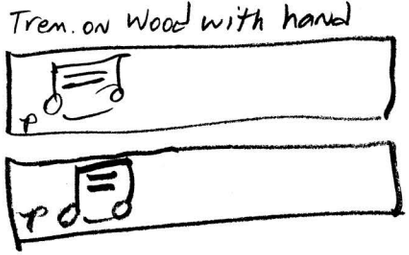
turn out



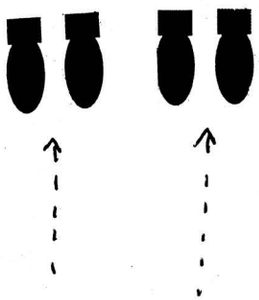
Facing audience
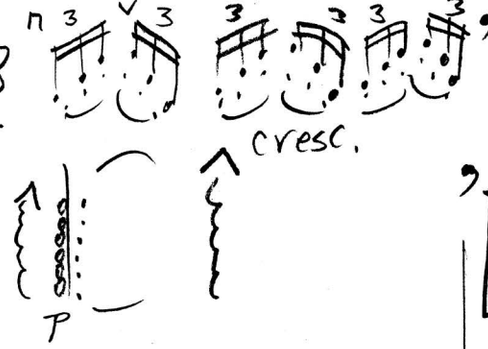


Tren. on Wood with hand

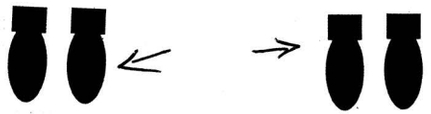


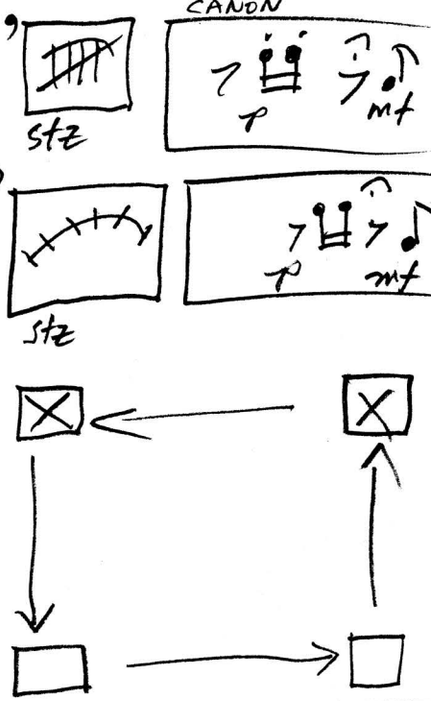
move backwards, still facing audience



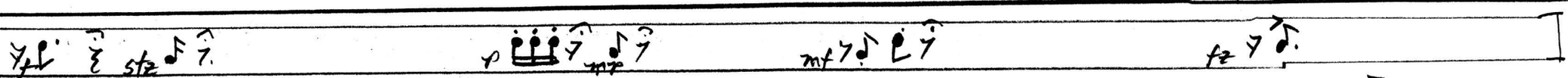


Step Apart (still facing audience)

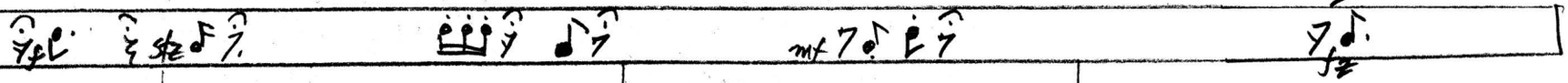




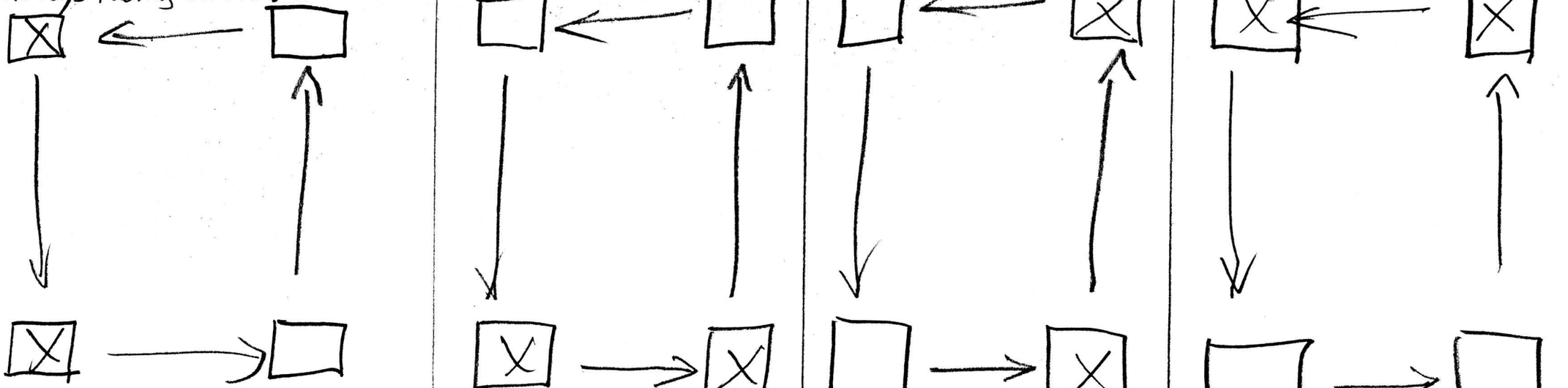
Vi.



Gtr.



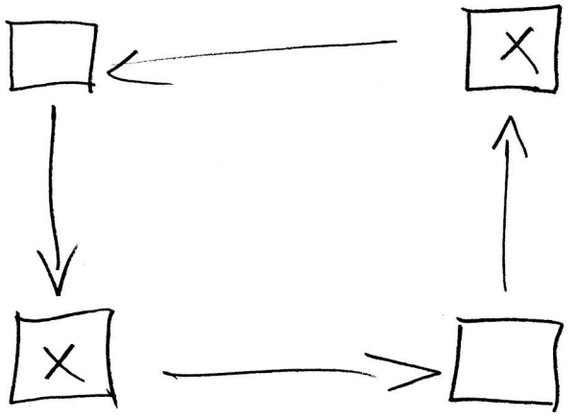
Rotate to Corners
Always facing audience.



Vi. etc.

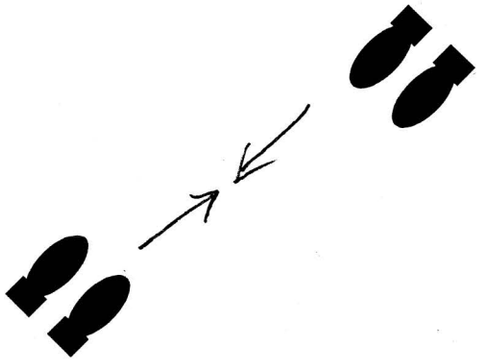
Gtr.

One player moves forward, the other player remains in place, still facing the audience.

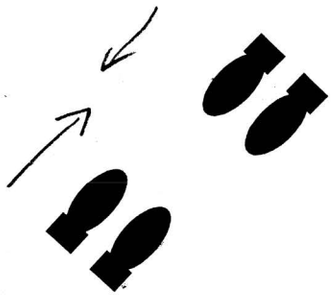


Pizz Gliss

players face each other.



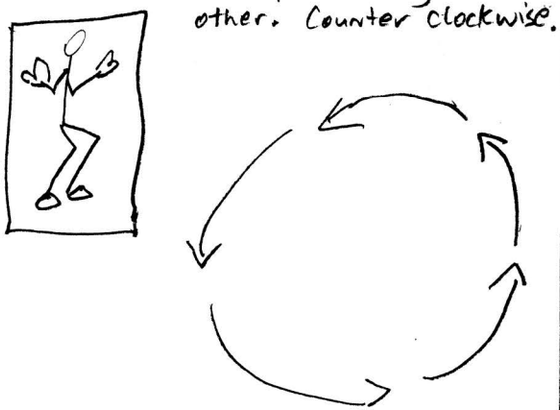
Players move a step closer to each other.



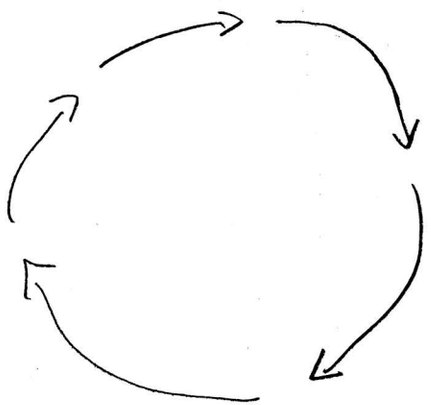
Vi. (free improvisation)

Gtr. (free improvisation)

players crouch, slightly, and move slowly in a circular motion, still facing each other. Counter clockwise.



then move clockwise.

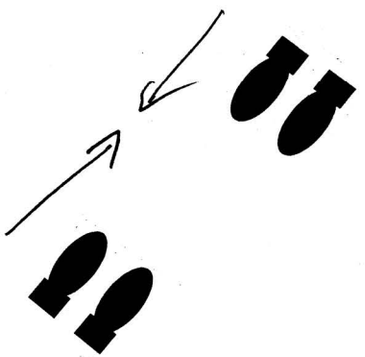


sfz

sfz

simultaneous body movements, but successive sounds.

Step towards each other.



Arco

meet, and face front.



Vl. p — crescendo

Gtr. p — Crescendo

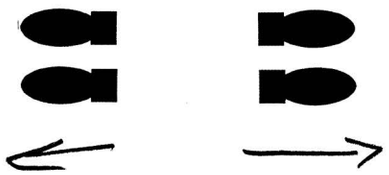
Trem Gliss

p ff p ff p ff

Trem Gliss

p ff p ff p ff

Turn, and stand back to back
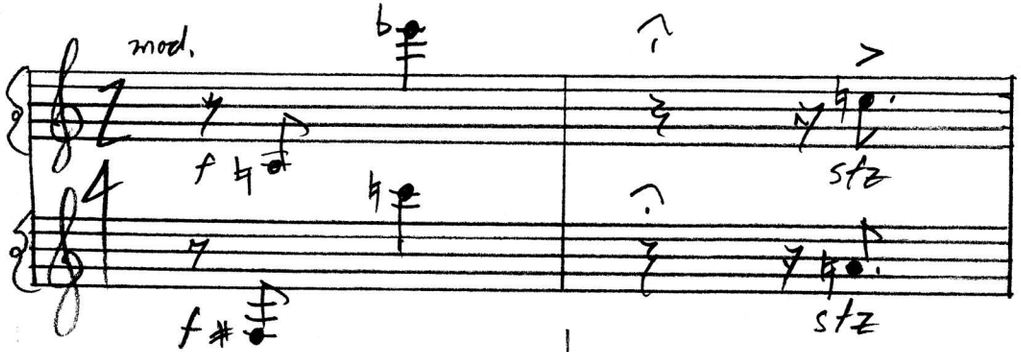


move one step apart



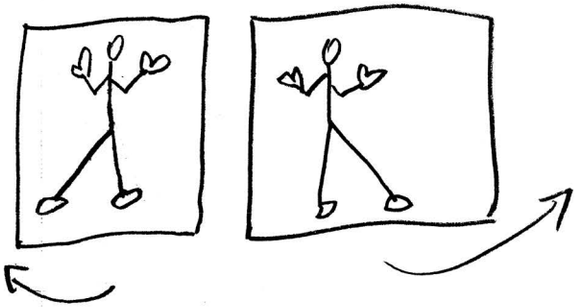
Turn with back facing audience



mod.



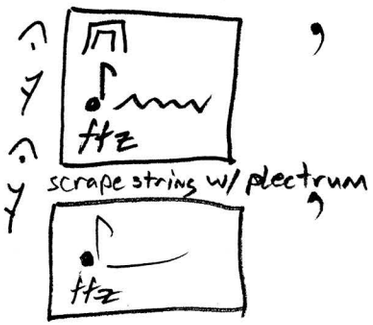
Outside leg out, back still facing audience.



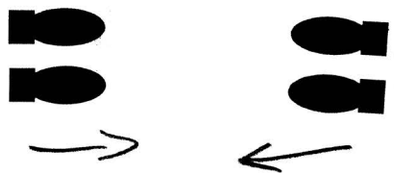
Normal position, back still facing audience



unusually heavy bow

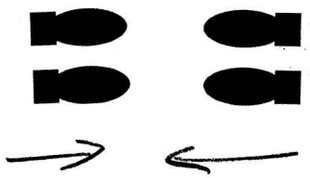


Turn inside and face each other





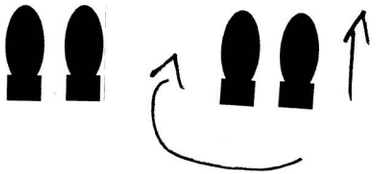
Take one step towards each other



Vi. pp

Gtr. pp

Turn outside with back facing audience.



Allegro

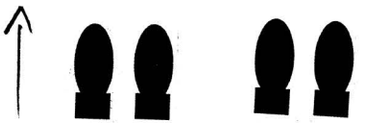
ff

Back still facing audience, Lift outside Leg.





Normal position. Back still facing audience.

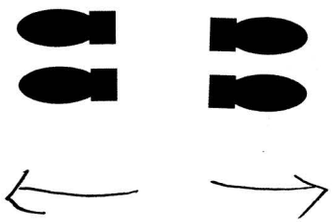


Vi.

Gtr.



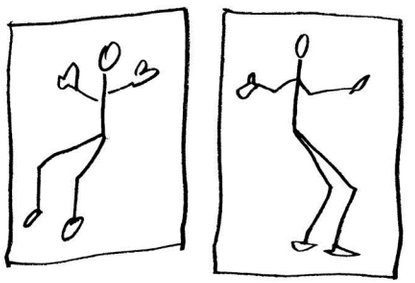
Turn outside, facing back-to-back.



p Gliss cresc.

p Gliss cresc.

One foot forward, bend knees slightly, but don't let them touch the floor. Still back-to-back.



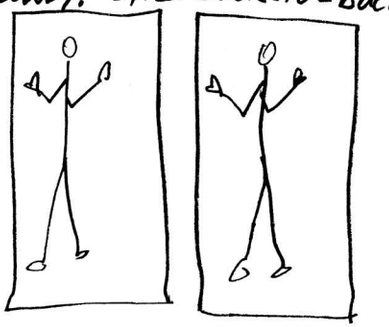
Harmonics

fp

Harmonics

fp

Assume normal (upright) position slowly. Still back-to-back.





Pizz. ff

Pizz. ff

Turn outside and face audience.

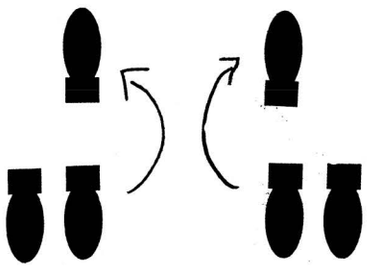


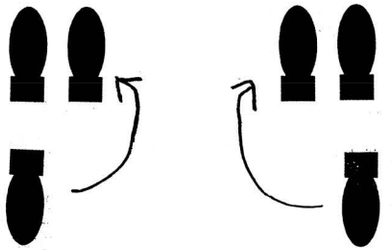
Vi. + Gtr.

Pizz (Free Choose)

mp f mf p f ff pp

Turn inside 180°, so that back is now facing audience (one leg at a time).





mod. Arco

mp mp

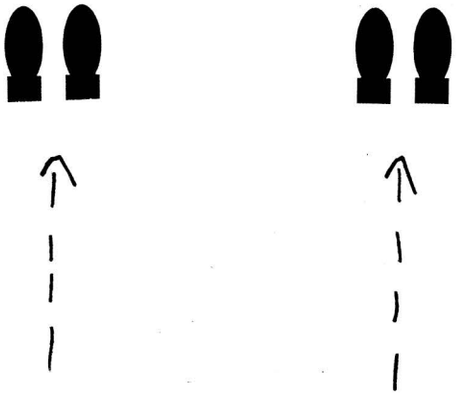
move one step apart, with back still facing audience.



Vi diminnendo Niente

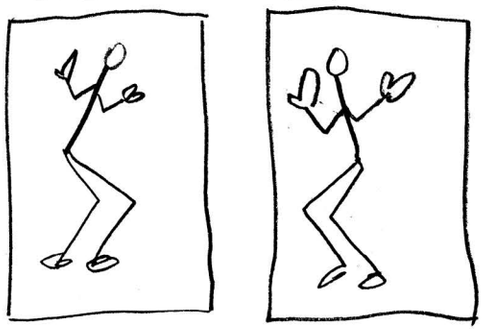
Gtr diminnendo Niente

Take two steps forward, with back still facing audience.



Slowly lower body to Low position with back still facing audience.

L-P L-P



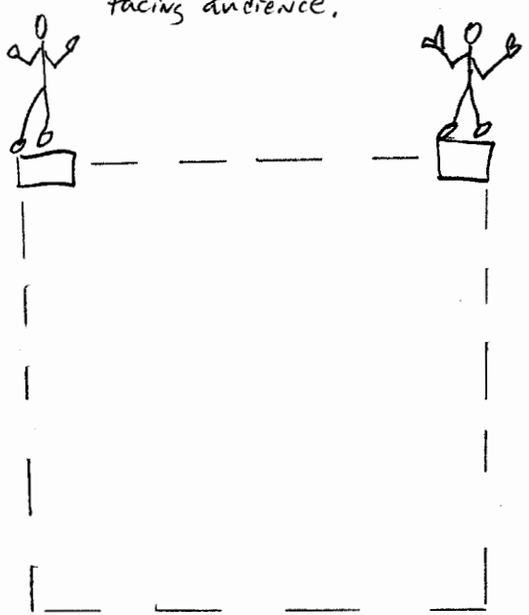
fine

End of Part I. Video-Kinetics

II. Criss-Cross/Diagonals

FAST

Players are in upright position, at corners, facing audience.





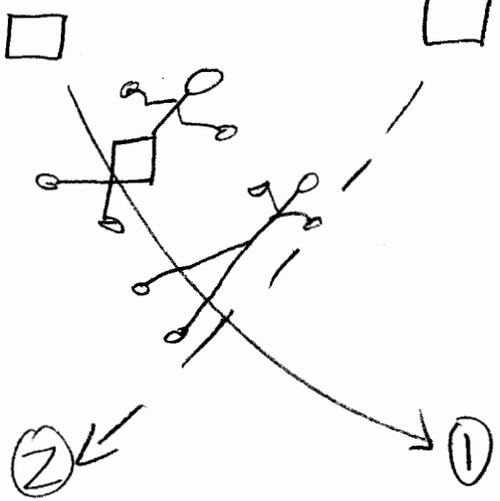
Vi

Gtr.

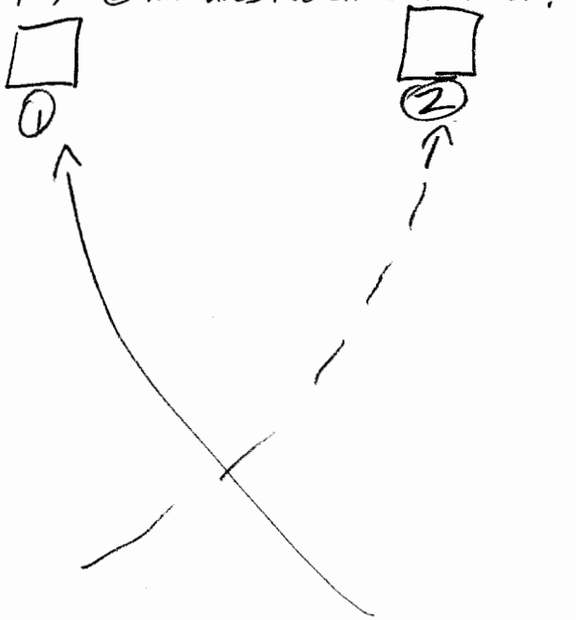
(Free Improvisation)

(Free Improvisation)

First player moves quickly to the opposite diagonal, still facing the audience, using a slightly crouched, cross stride, then upright. 2nd player then initiates the same movement.

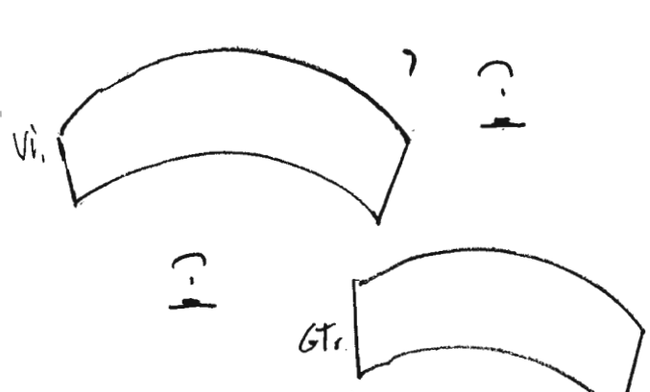


Reverse movements, still facing audience, player (1) strides backwards diagonally first, then player (2) initiates the same movement.

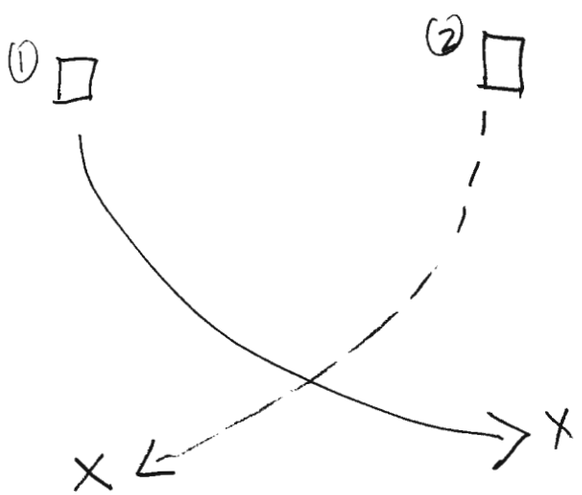


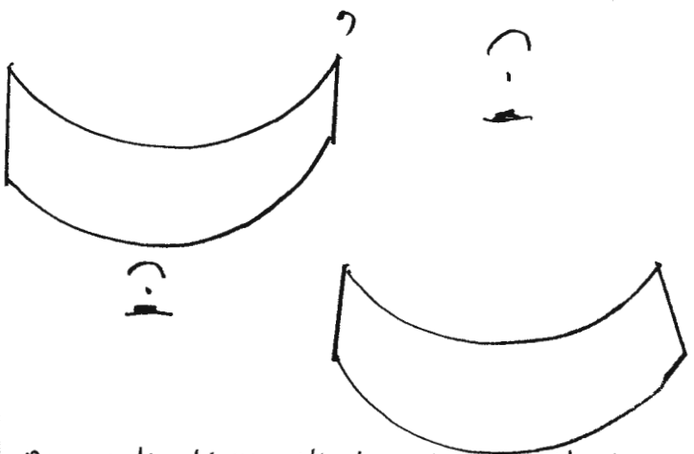
Vi.

GT.

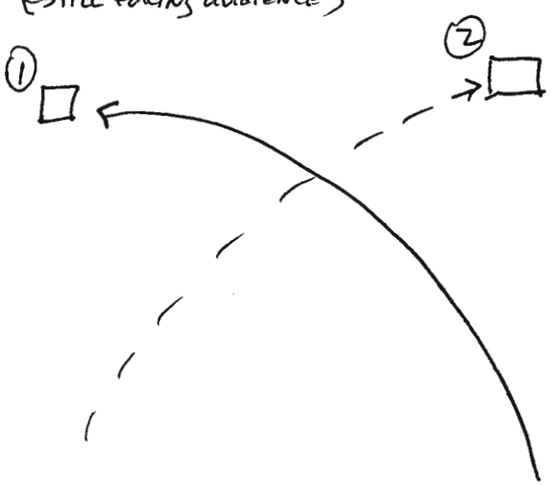


When player ① has reached his original position and also player ② is in the same, both stop, Player ① then begins an arc, this time facing outside, with back bent towards the inside of the circle. He moves in an arc to the opposite diagonal. Player ② imitates.

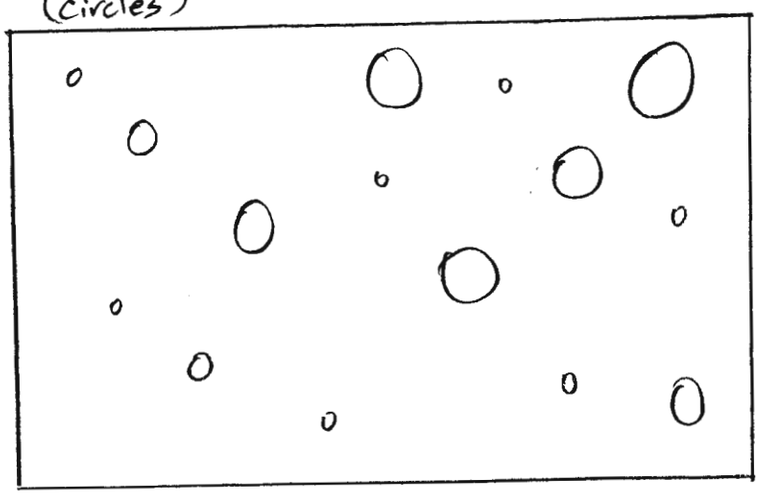




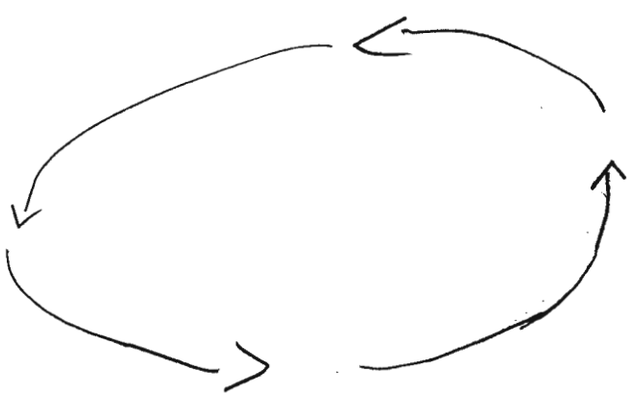
Reverse directions with torso bent inside Arc, (still facing audience)



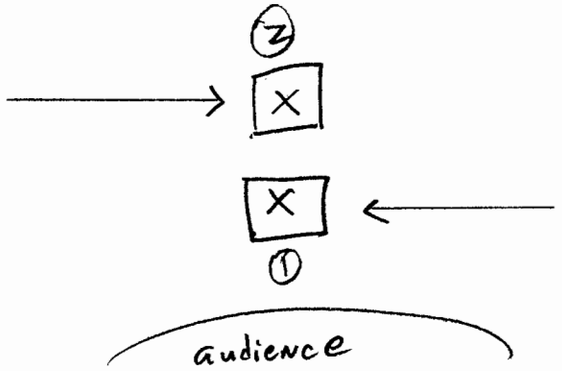
(circles)

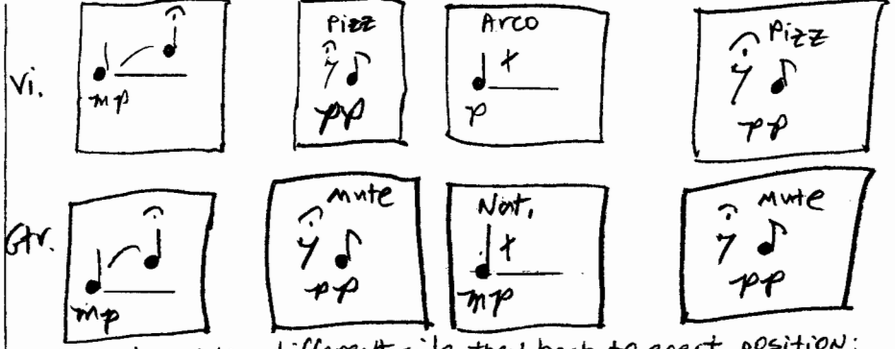


then players form an elipse, both moving at the same time, for one complete revolution, both facing the audience.

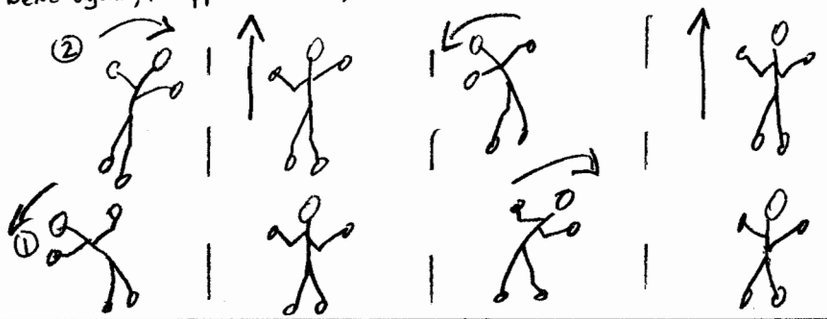


When players have their original positions, they step toward each other (still facing the audience) until one is behind the other.

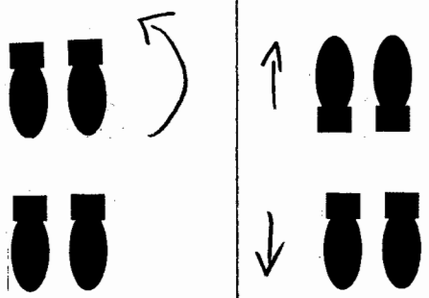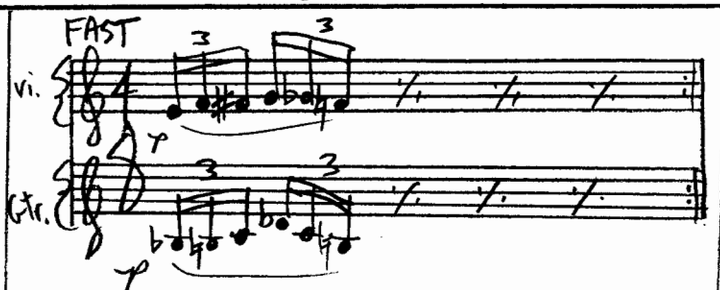




Body bends, each to a different side, then back to erect position; Bend again, to opposite side, the back to erect position. Note, back figure ② moves Left first, then front figure ① moves right.

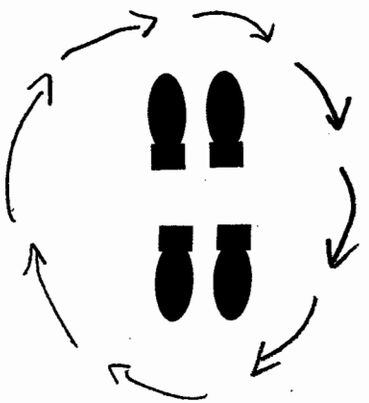


player behind turns outside and stands back to back with player in front.

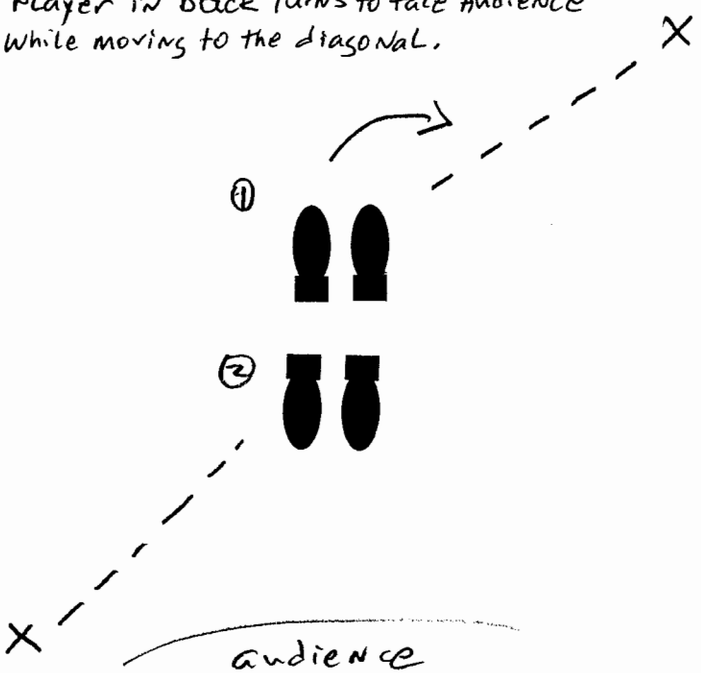




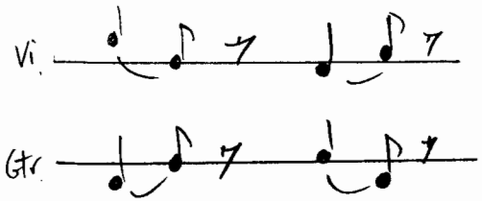
Players then rotate one full revolution, back-to-back.



Players move quickly to diagonals. Player in back turns to face audience while moving to the diagonal.

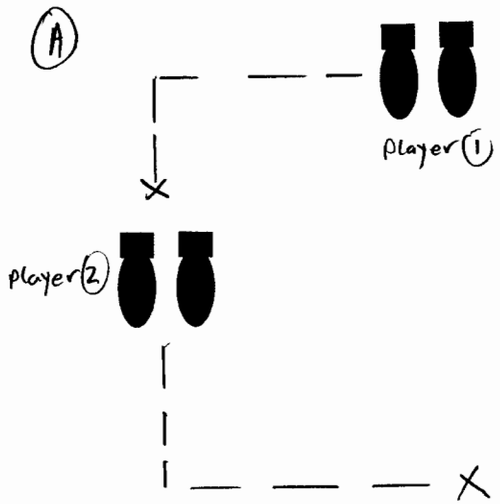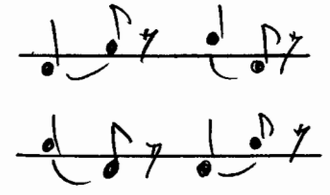


(♩) Mod. In time with steps.

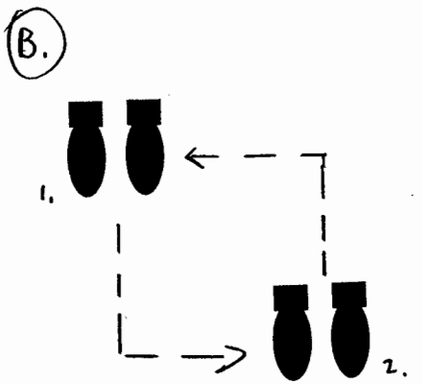


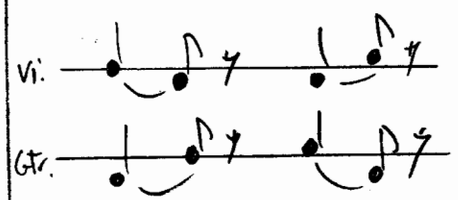
Begin accented movements Always facing audience.

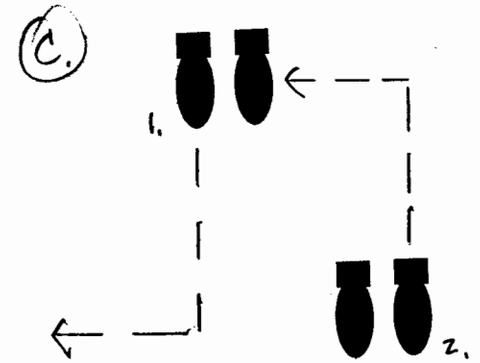
(2 steps, to each corner)

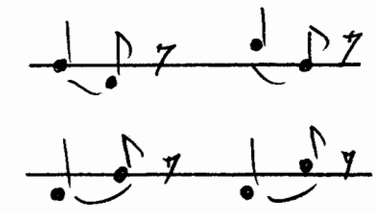


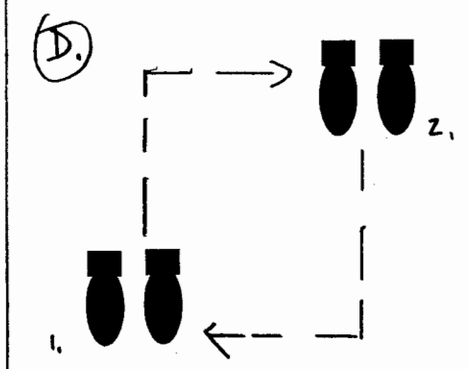


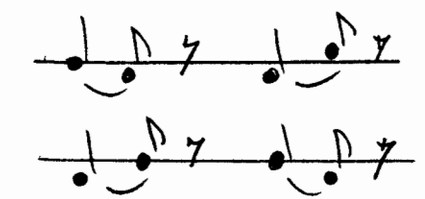


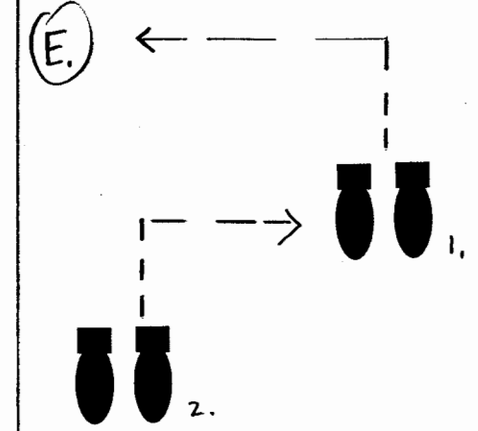


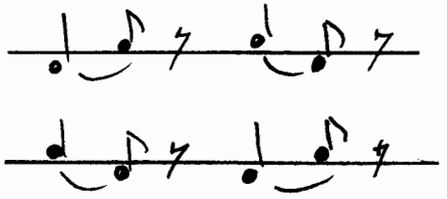


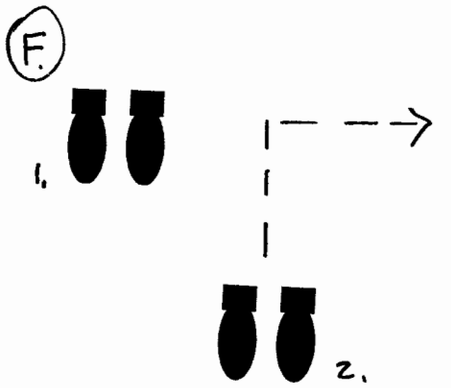








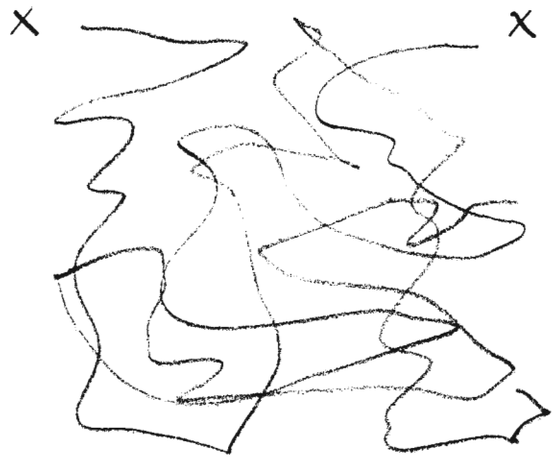




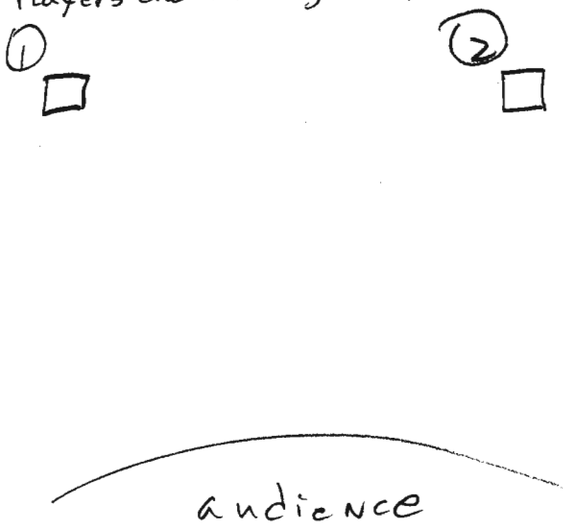
(Free Improvisation)

Vi. & Gtr.

Free movement. Quick but fluid (legato)



Players end at original positions.



(Free Improvisation)

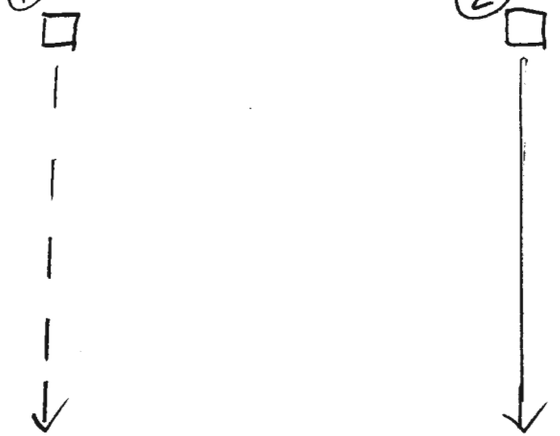
Vi.

(Free Improvisation)

Gtr.

(Free Improvisation)

Player ② moves to front of stage, and player ① then imitates.



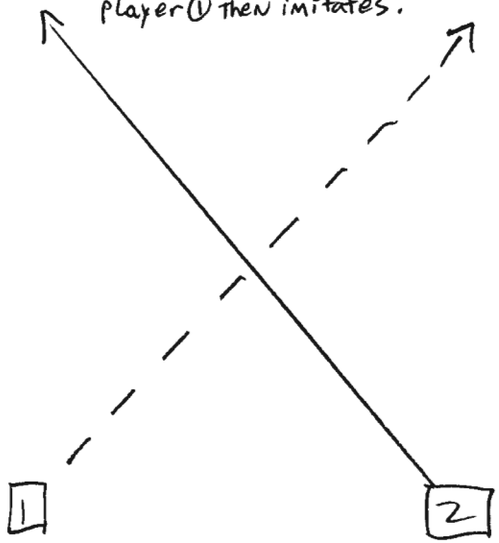
(Free Improvisation)

Vi.

(Free Improvisation)

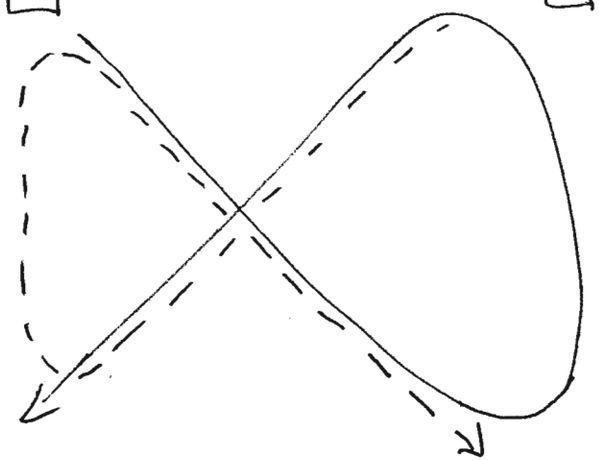
Gtr.

② then quickly returns diagonally to ①'s original position. Player ① then imitates.

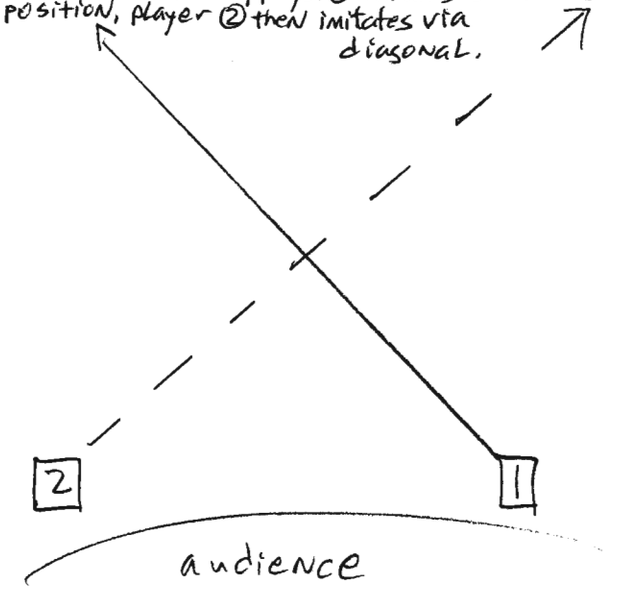


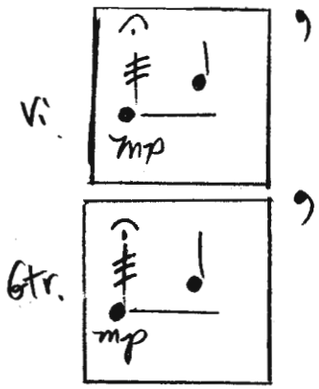
Vi. & Gtr.

Both players execute a continuous 1½ loop diagonal simultaneously. (Quickly)

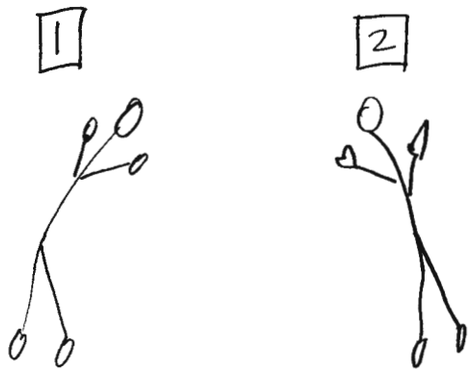


After a short pause, player ① returns to his original position, player ② then imitates via diagonal.
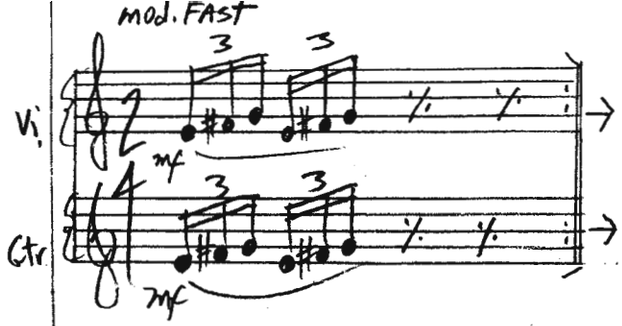




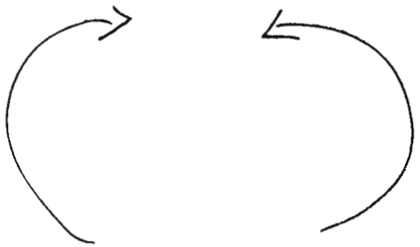
Facing audience player ① bends body to the left, and player ② bends body to the right, simultaneously.
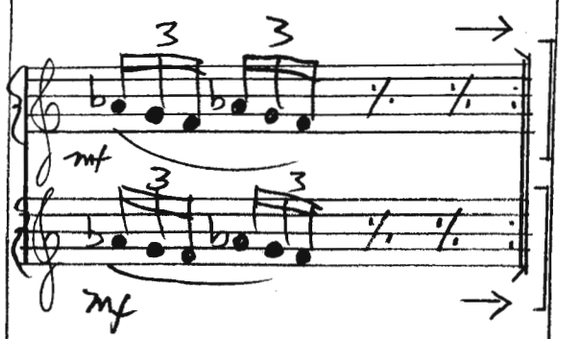




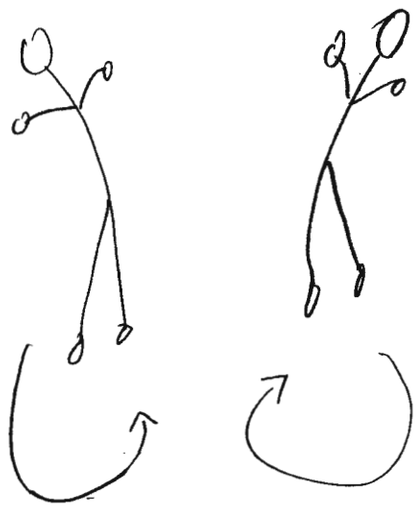


Both then rotate to the outside, and turn around, with back now facing the audience. (feet remain in relatively small circle)



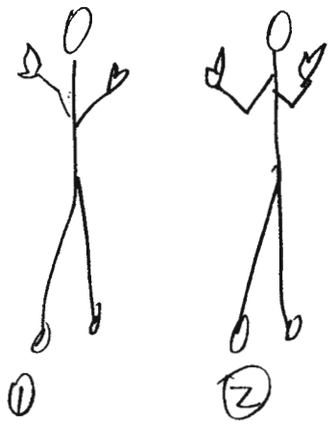


Players then turn body to the outside and rotate 3/4 of a turn so that they end up facing each other.





They turn up-right, and then face the audience.



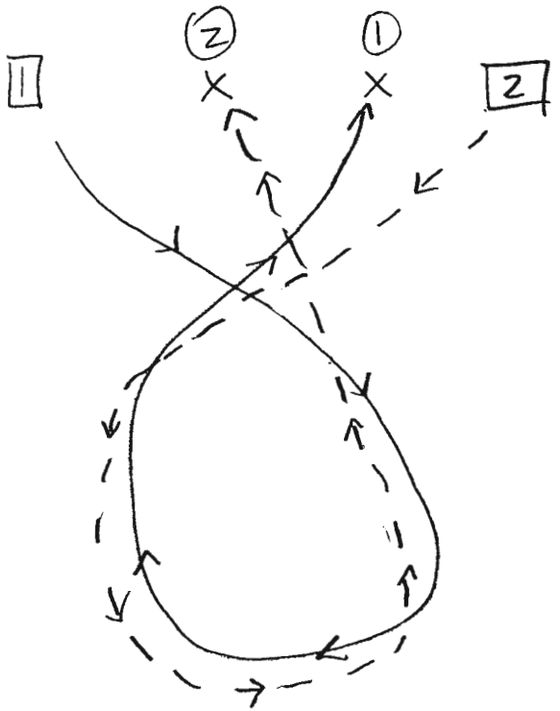


(Free Improvisation)

Vi. & Gtr.

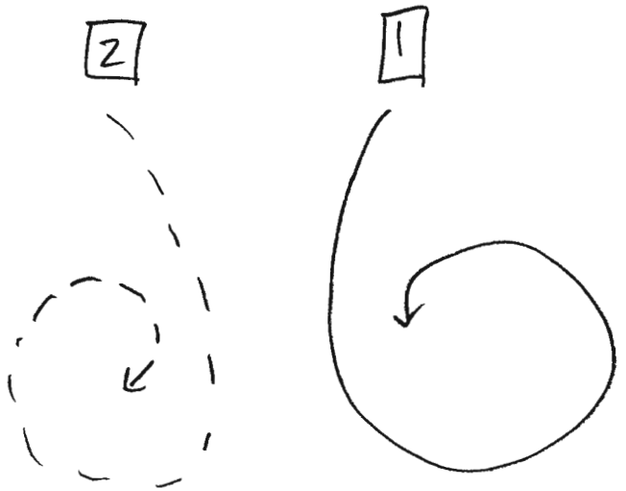
9

Players execute a partial figure 8, simultaneously, always facing the audience, Body bends inside Arc ON the figure 8 pattern.



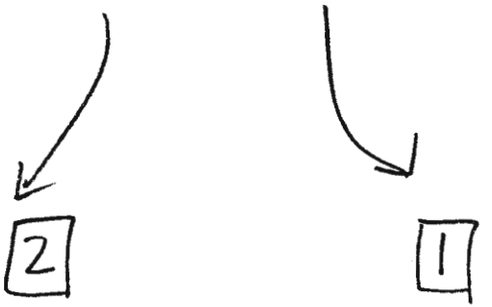
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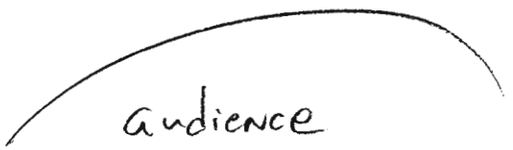
Players execute a curl simultaneously, back is to the audience ON the outside of the curl (part closest to the audience). Body is always bent INside the circle. At the END of the curl, the body becomes upright.

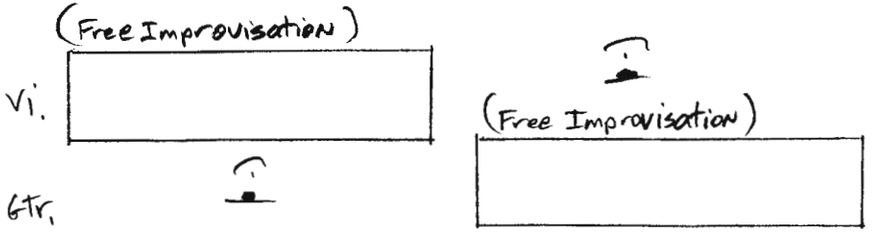


(silence)

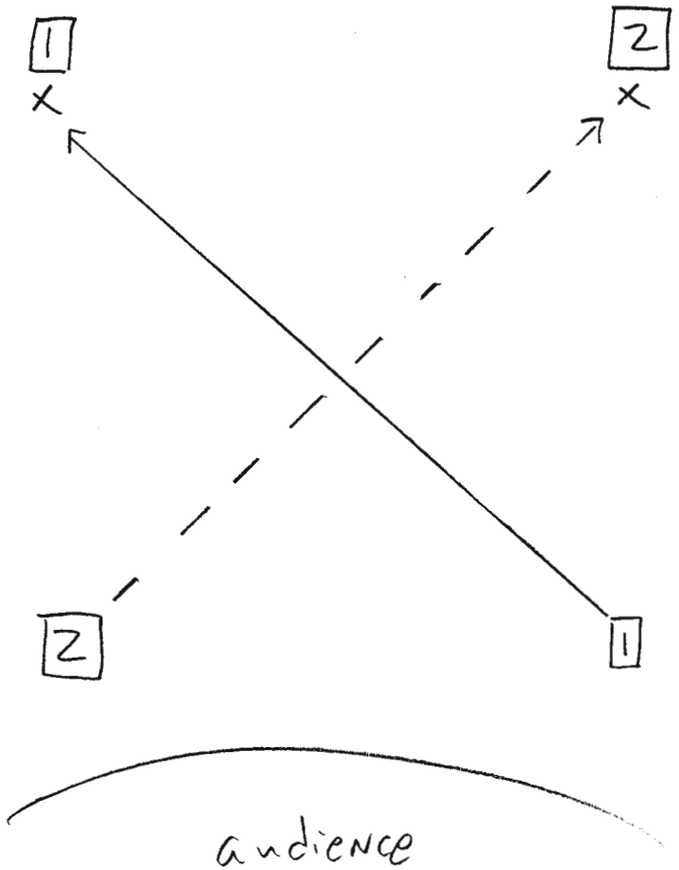
There is a slight pause, and then the players quickly seek the diagonal.







Player ① quickly returns to original diagonal. Then Player ② imitates. when going back the player turns around and moves quickly with back facing audience but when he resumes original corner, he turn around to face the audience.

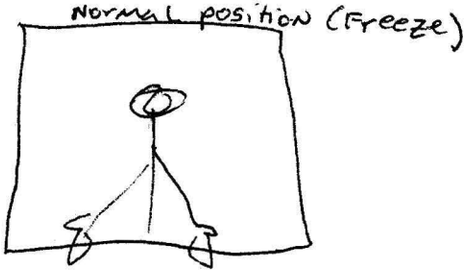


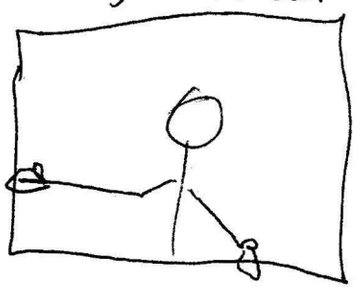
(fine)

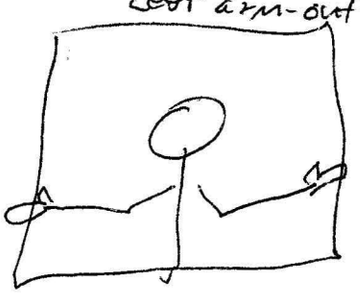
End of Part II. Criss-Cross/Diagonals

III. HandGames
in three parts

One player plays while the other mimes.







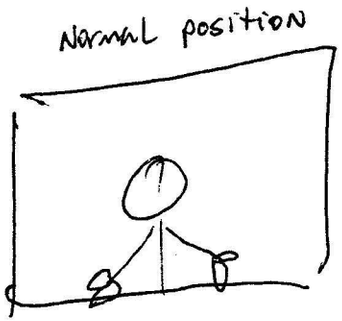
(Ctr.) improvises

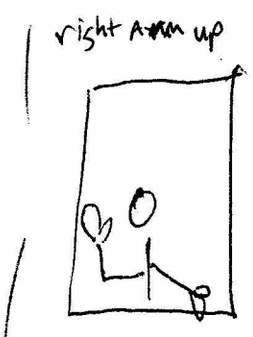
as if walking

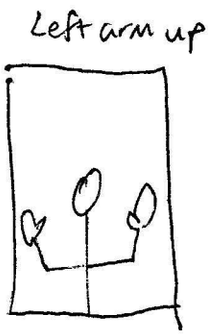
(♩=144)

percussion: 4/4 ♩ ♩ ♩ ♩ | ♩. ♩. ♩ ♩. ‖ 𝄽 𝄽

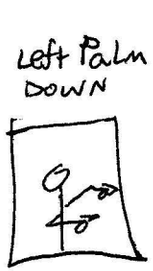
(Tom-Tom) 3rd player or tape/Electric Drum. f


Normal position


right Arm up


Left arm up

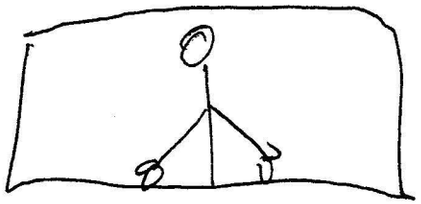

Right Palm Down
(side view)


Left Palm DOWN

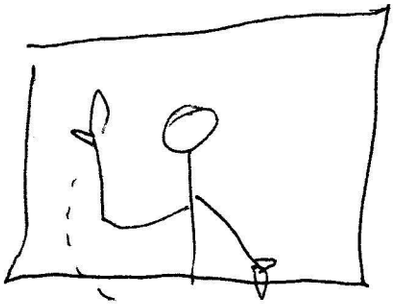

Right Arm out stright


Left Arm out straight

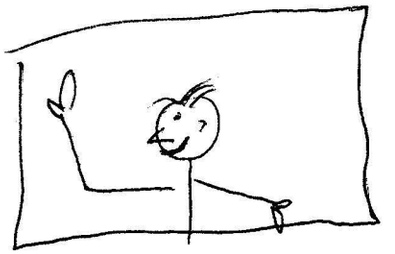
Normal Position

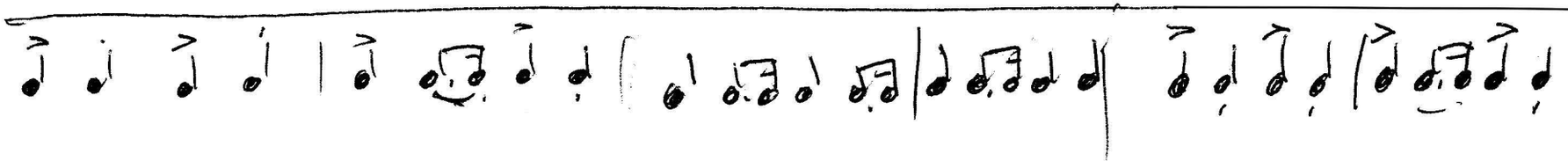


right arm up slowly



Turn Head Quickly towards right arm.

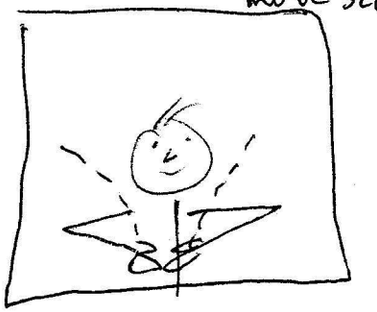




Left arm up
and turn head Left quickly. at the same Time

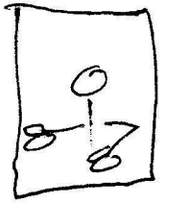


Head to center then
Hands pointed together out in front, palms down. move slowly.

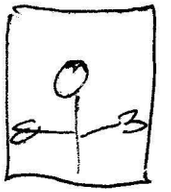


Quick accented movements.

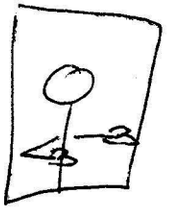
right arm out



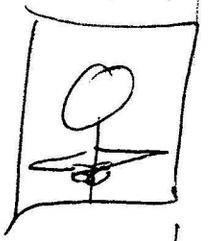
Left arm out

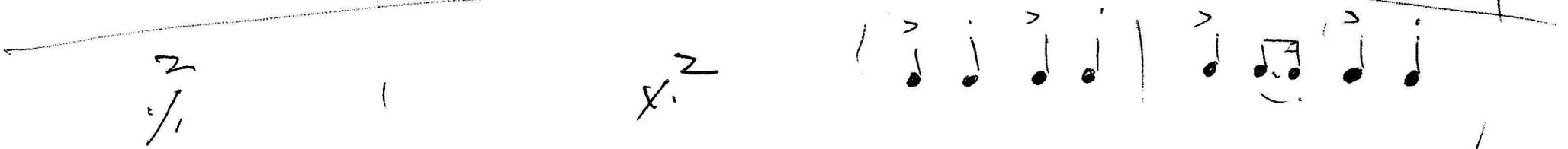


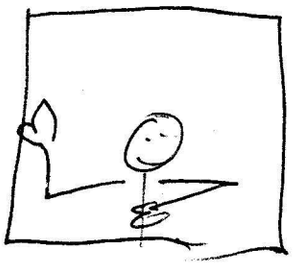
right arm bent

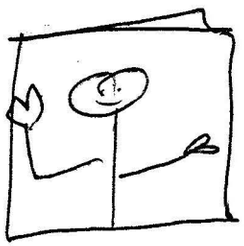


Left arm bent



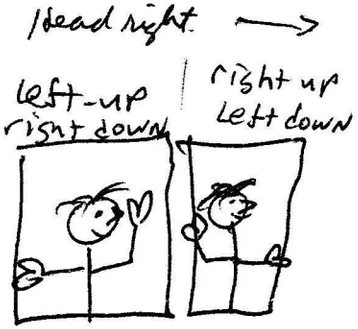


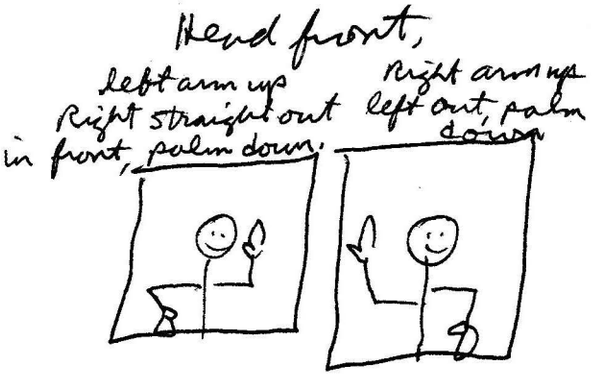

right arm-up.


Left arm out

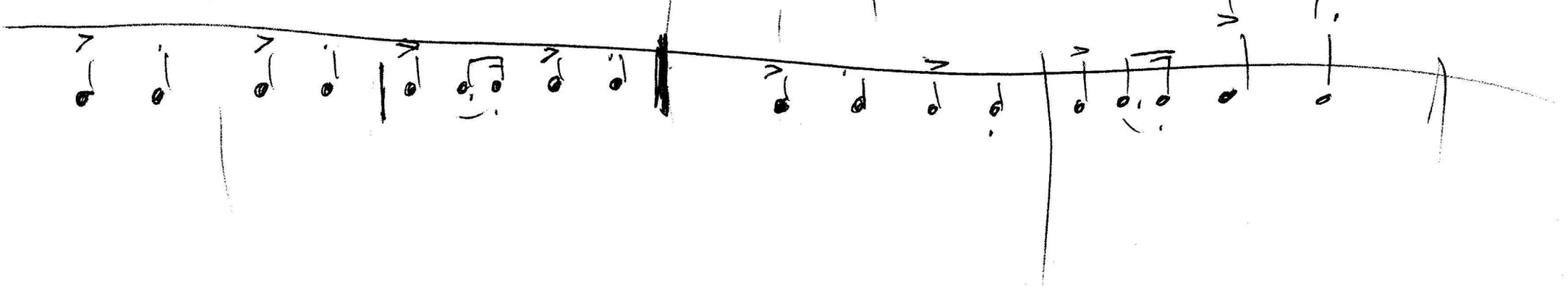

Head to the right


Head to the left

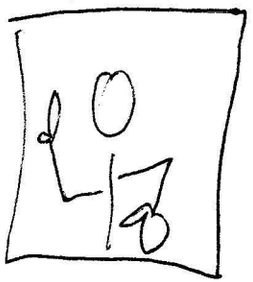

Head right →
left-up
right down
right up
Left down


Head front,
left arm up
Right straight out
in front, palm down.
Right arm up
left out, palm
down


(side view)

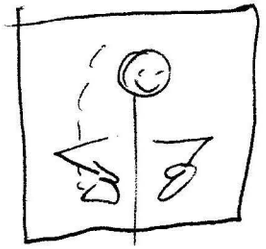


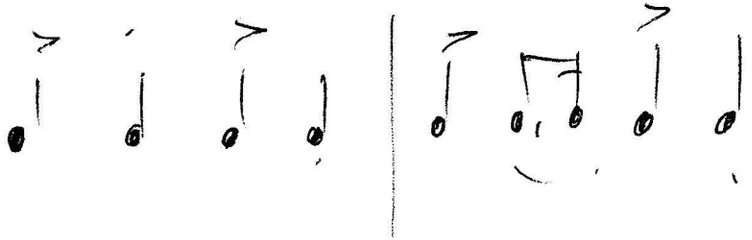
cont. (Freeze)
right arm up, left out in front.



Slowly lower right arm until level out front with left arm, palm down.

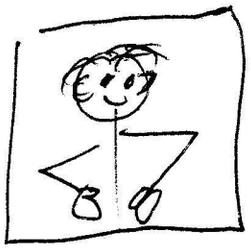
(then freeze.)



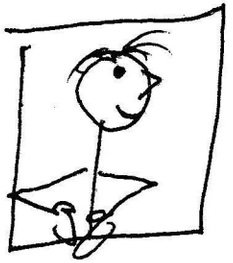




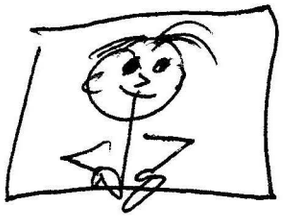
cont. freeze with both arms out in front, palms down.



turn head slowly to left.



turn head slowly back to center.



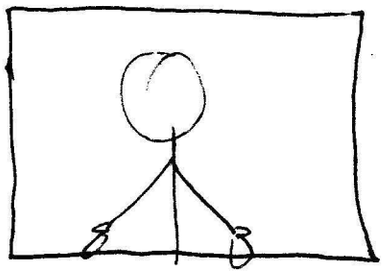
End of Part I.

diminuendo.

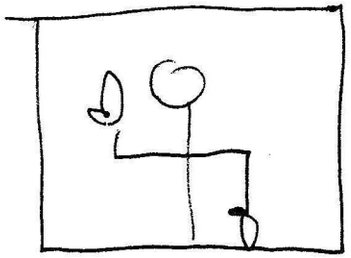
[end 1st mine.]

2nd mime.

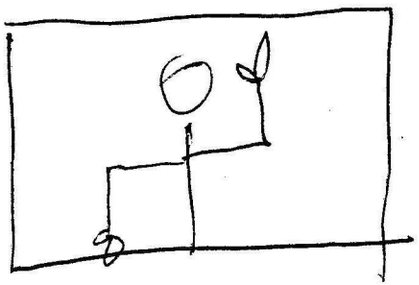
NORMAL POSITION



right arm-up
Left arm pointed down.



Left-arm up
Right-arm down



(VI.)

improvises

(percussion adds cymbal.)

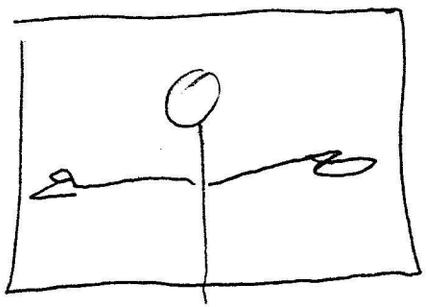
ride

snare

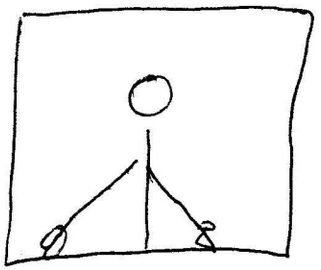
mf

[Jazz-like]
w/swing

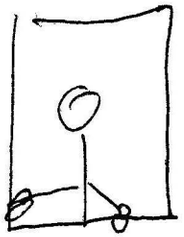
Both arms out



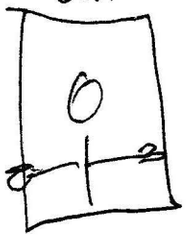
Normal position



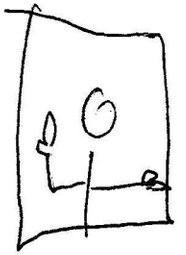
Right arm out.



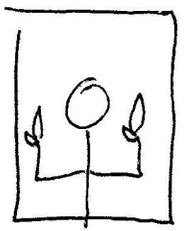
Left arm out

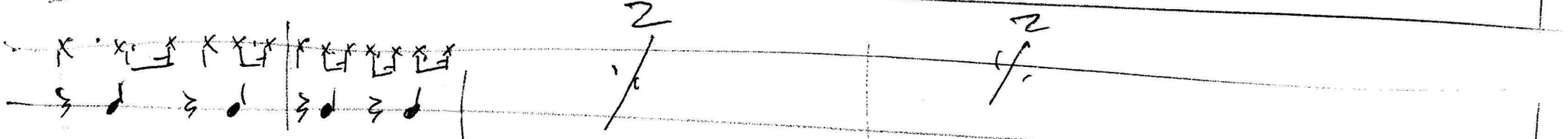


Right arm-up.



Left arm-up.



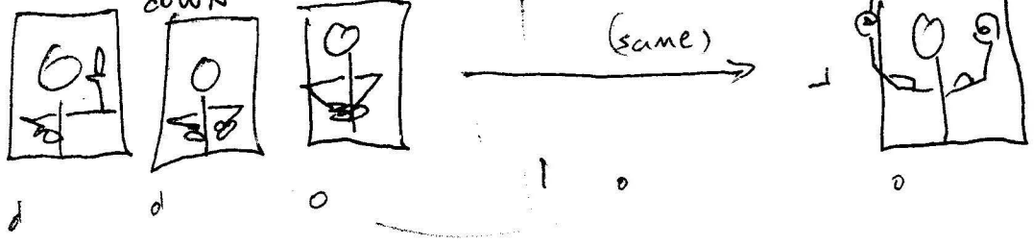


Begin to comp on snare using anticipations etc. with jazz-like swing.

right arm DOWN, palm flat

Left arm down

Both arms on hips.



(same)

Flex muscles

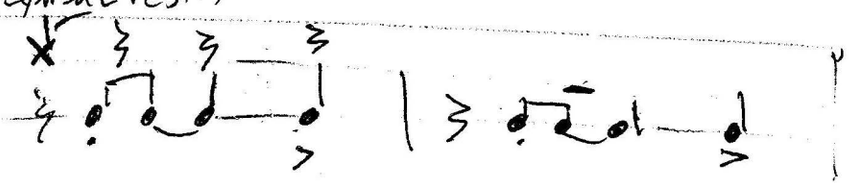
(at ease.)
arms down by side



begin to walk around in a small circle



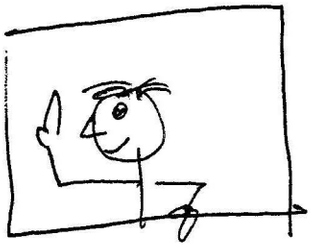
(cymbal rest)



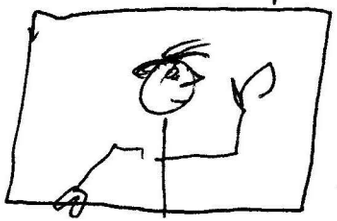


Finish WALKING in a circle.

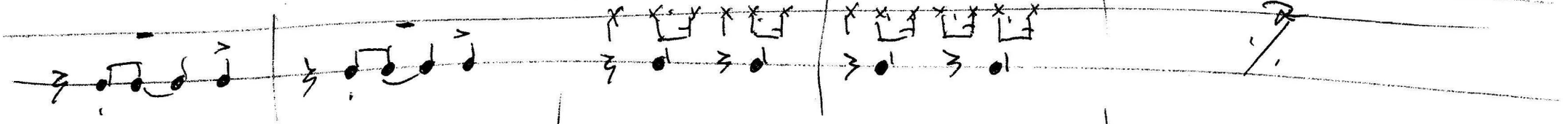
right arm-up
Head to the right.

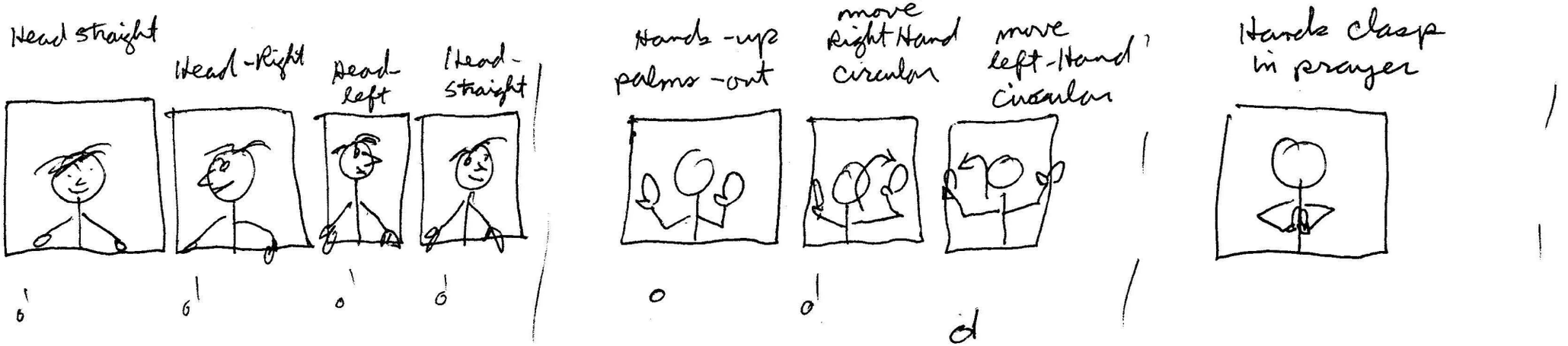


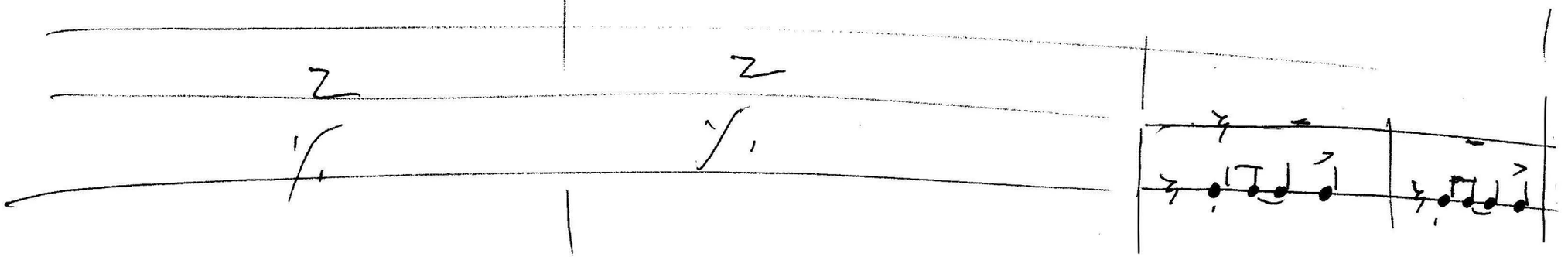
Head to the left
Left-arm-up.



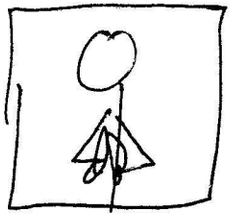
add ride cymbal.



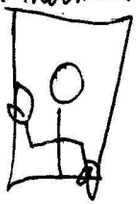

Head straight
Head-Right
Head-left
Head-straight
Hands-up palms-out
move Right Hand circular
move left-Hand circular
Hands clasp in prayer



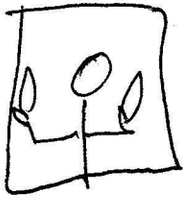
Cont.
(As in Prayer)



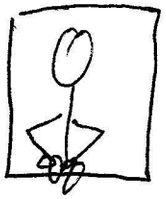
Right-hand up
Palm out.
Left-normal.



Left Hand up
Palm out.

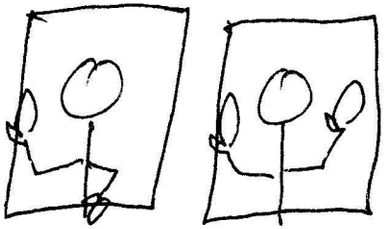


Hands on
Hips

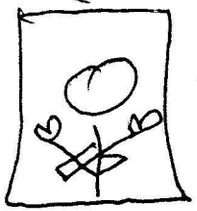


1 1 0

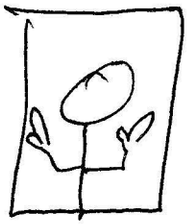
Right Hand up. Left Hand-
up

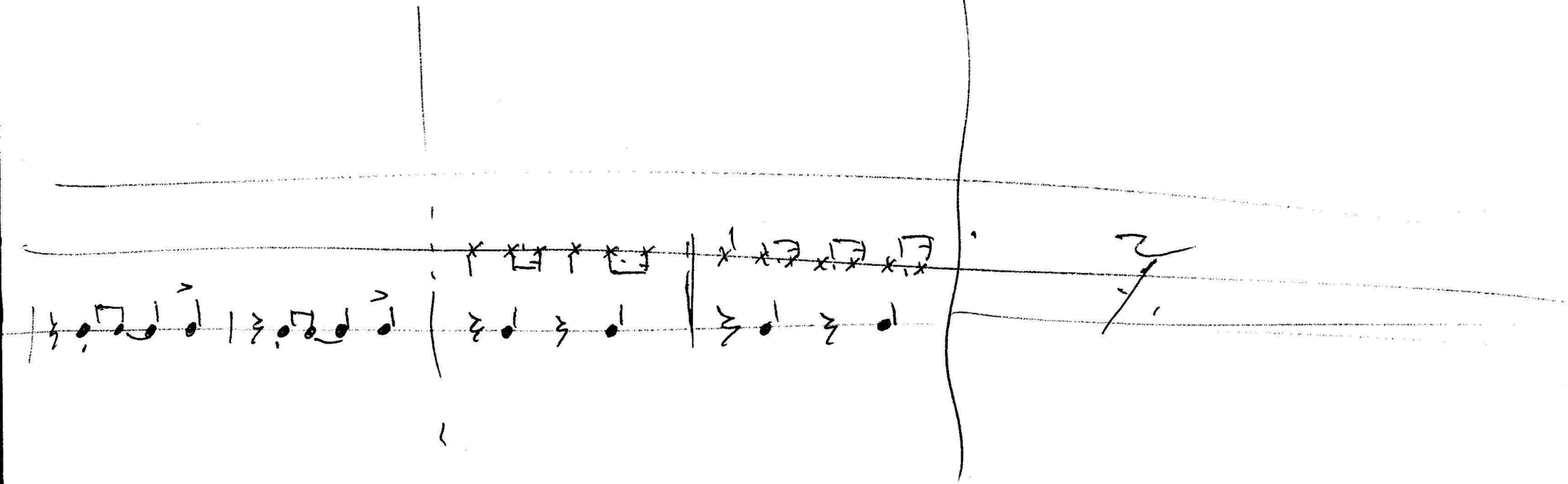


Cross
arms
(X)



Back to
original
position.

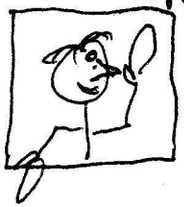




Right Hand up.
Head-Right.



Left Hand up.
Head-left.



Normal position
Head to Center.



Head to Right
slowly

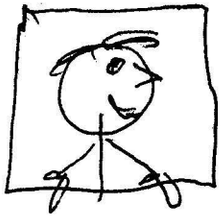


o o

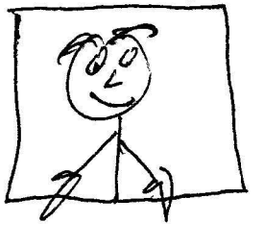
2 2 2

diminuendo

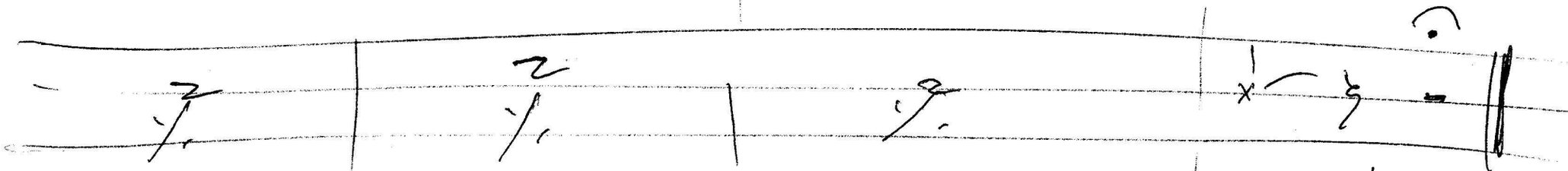
Head to the left, slowly.



Head to the center, slowly.



— [Freeze]



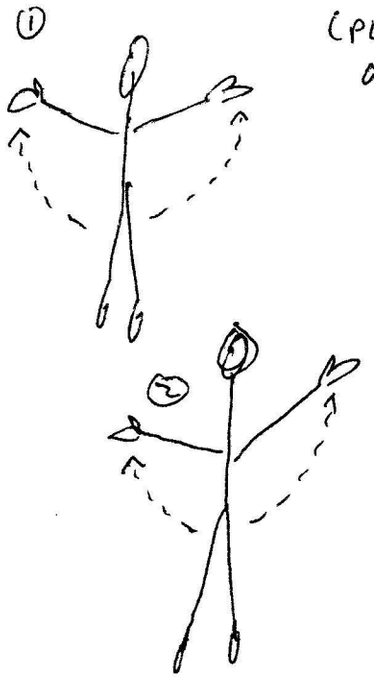
diminuendo

end Part II

Mirror (Duet)

only Pantomine, no music, except percussion,

figures facing each other,
Player ① leads movement,
(Player follows exactly,
at the same time).



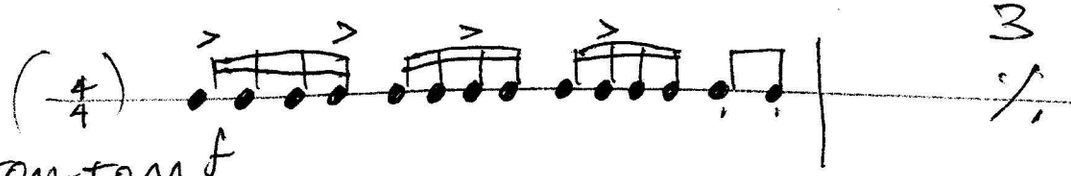
Players lift arms slowly up from rest position, into outstreched arms.

Player ① lifts right arm slowly, and lowers left at the same time.



Player ② lifts left arm slowly, and lowers right arm at the same time.

FAST



TOM-TOM, f

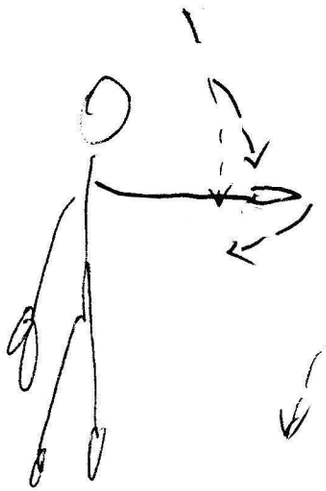
(may be taped or 3rd player can play.

Player ① then lowers right arm and lifts Left arm slowly.

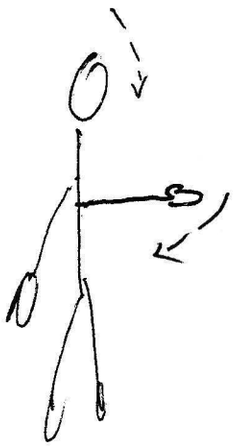


Player ② imitates, lifting the right Arm and Lowering the Left arm at the same time.

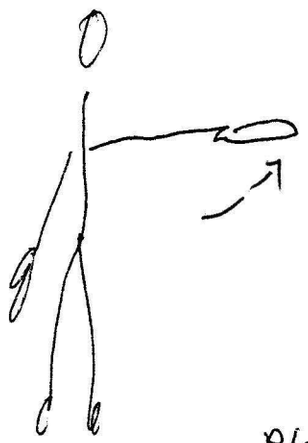
Player ① then lowers left arm until it is horizontally outstretched in front.



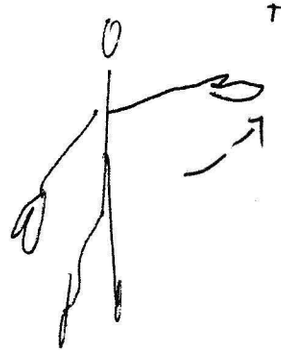
Player ② lowers the right arm until it is horizontally outstretched in front.



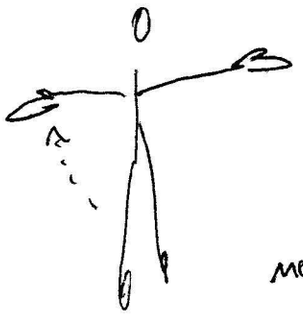
Player ① then moves left arm out to the side.



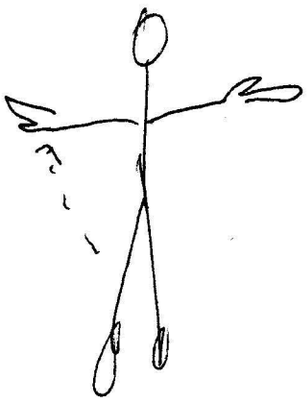
Player ② moves right arm out to the side.



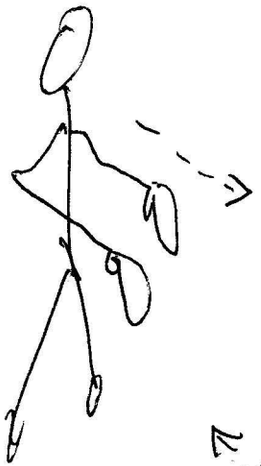
Player ① moves right arm out to side.

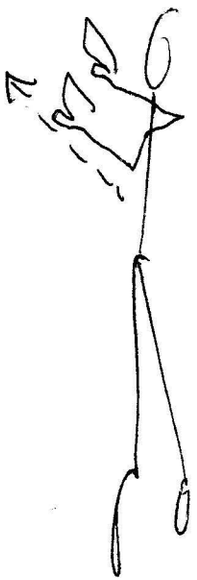


Player ② moves left arm out to side.



Both players move hands out in front.





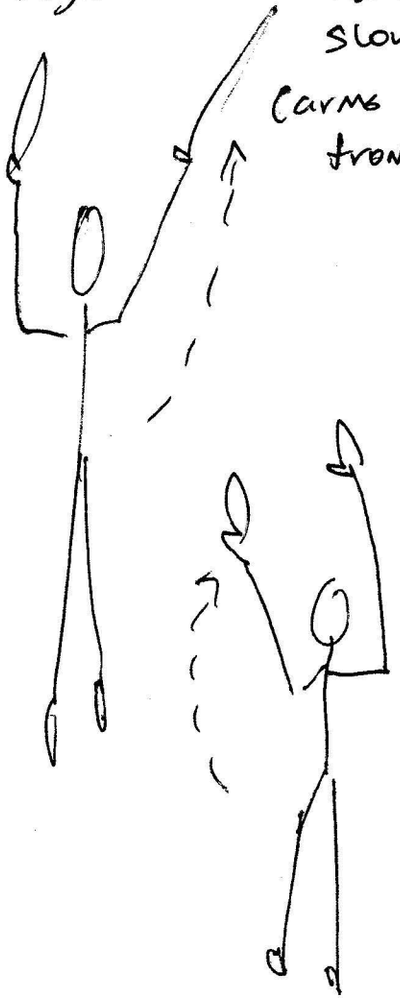
(cont., Freeze)



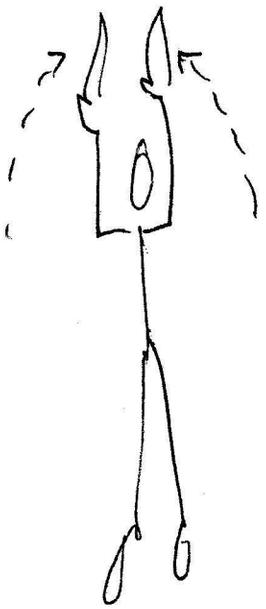




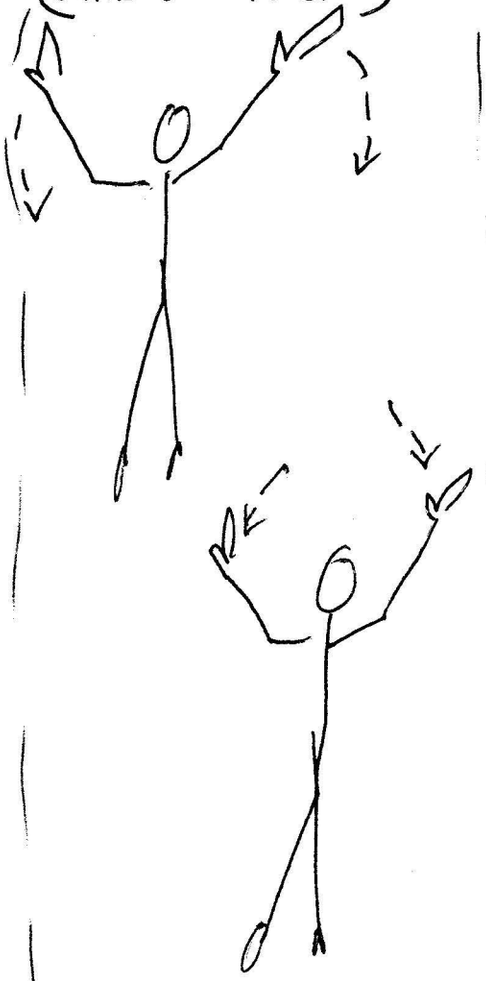
Begin to raise hands slowly. (arms out in front.)



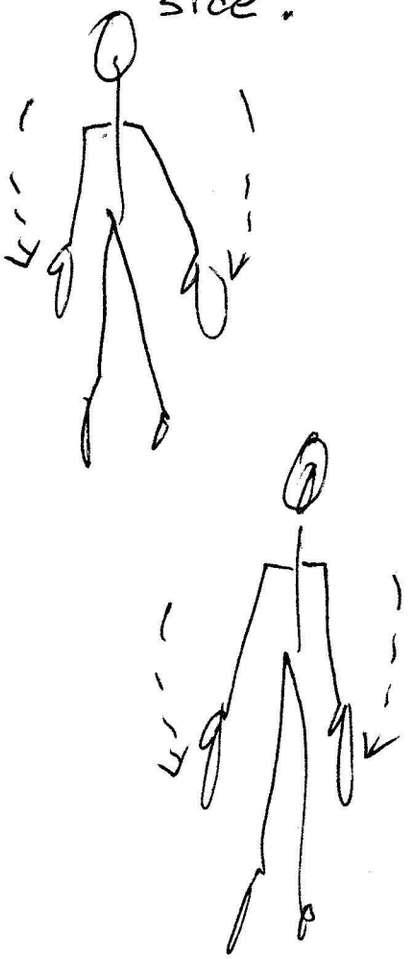
Cont. to raise until reach the top.

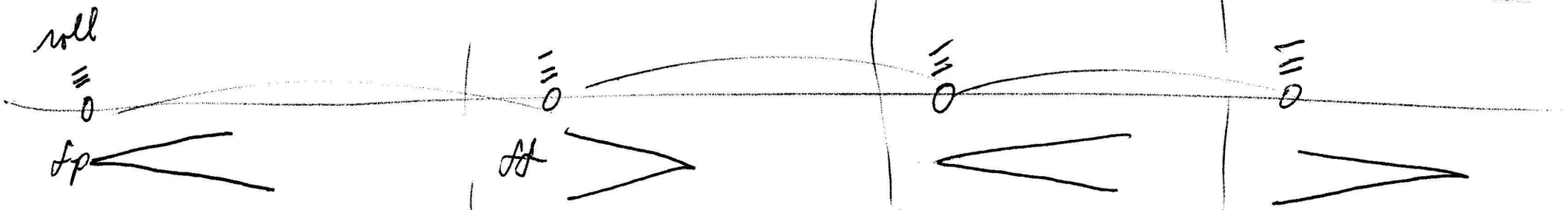


Begin to lower arms slowly. (arms out to side)



arms should end at rest position along side.





players form straight line (Like; single file. Player ② now leads).





Player ② Turns around slowly to face audience. (Now both players are facing the audience)

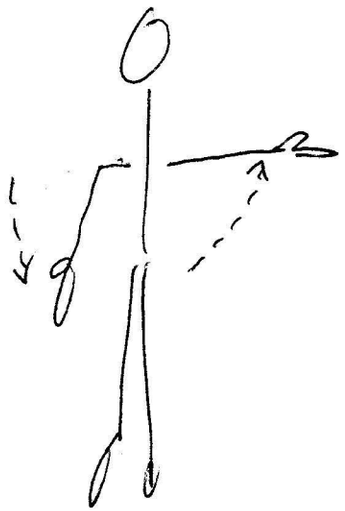
Audience

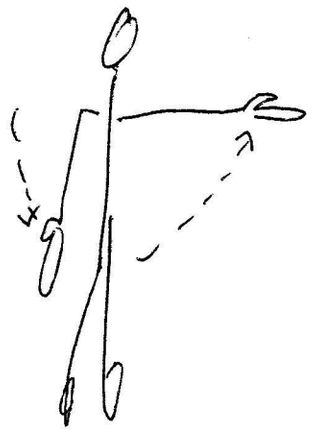
players raise right arm slowly, until it is outstretched.





players lower right arm and lift left arm, at the same time,

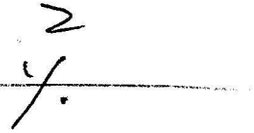




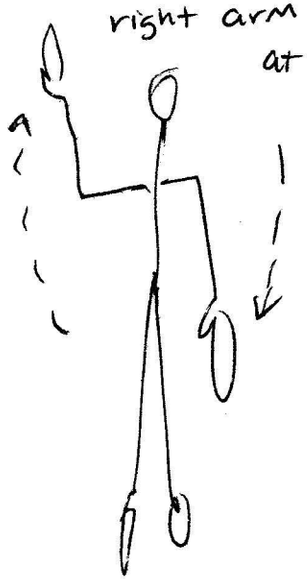








players lower left arm down to side and raise right arm up ~~high~~ high at the same time.





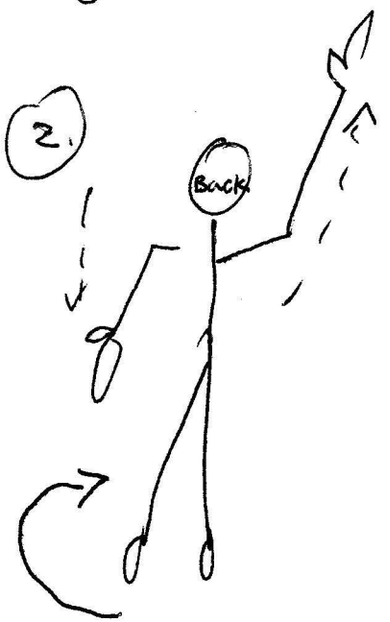
players then lower right arm + raise left arm simultaneously.



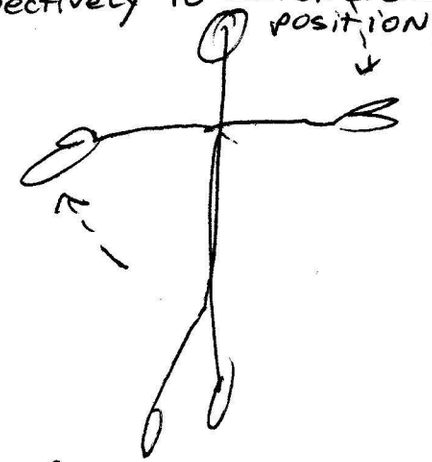


player (2) begins to turn around, until the players are facing each other while lowering the left arm and raising the right arm.

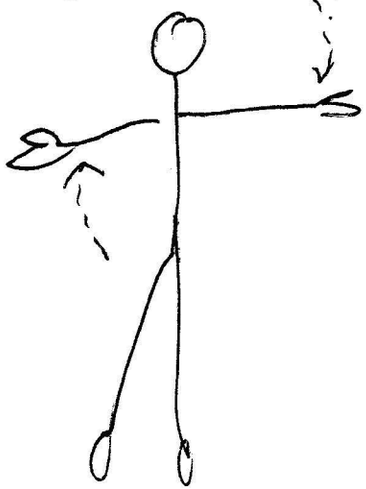




players then lower and raise arms respectively to outstretched position.



(players NOW facing each other.)

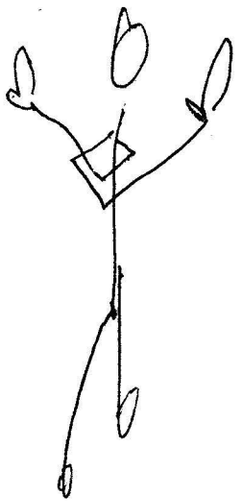


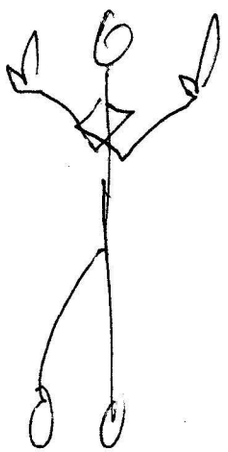
4

4

4

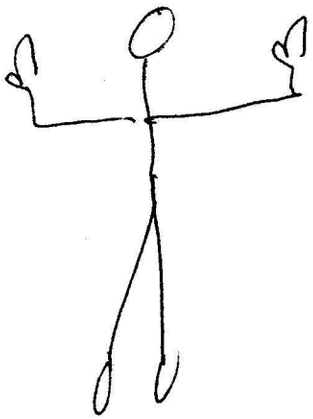
players criss-cross arms with palms-up. player ① now leads,

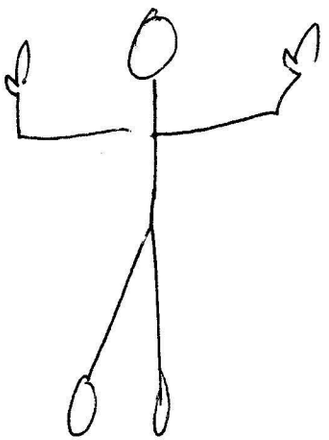




4

players return arms to outstreched position. palms still up.





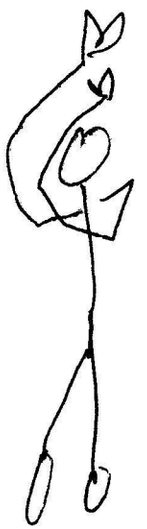
4.

players then rotate hands (palms-up) in circle fashion. (mirror-images)

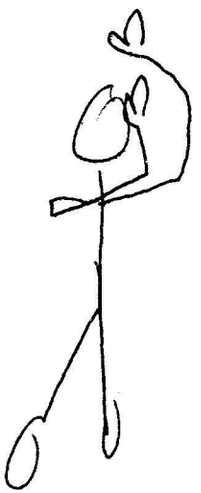
(left on top)



(right on top)



(right on top)

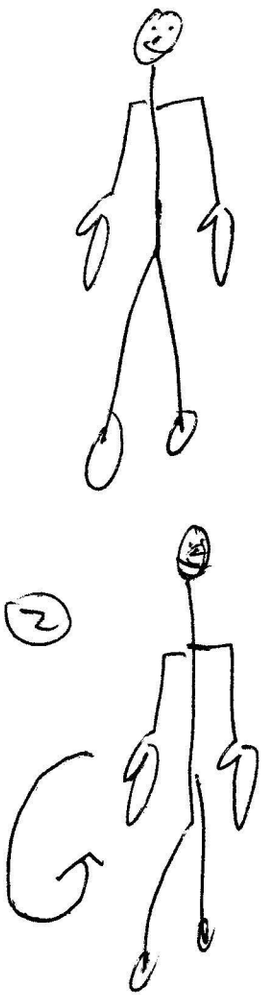


(left on top.)

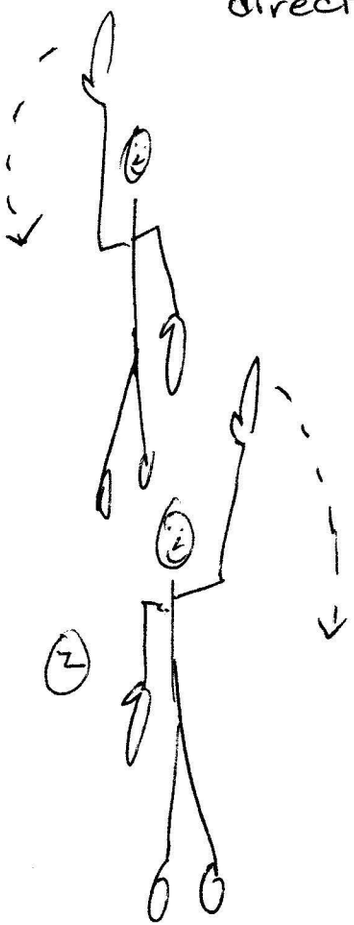


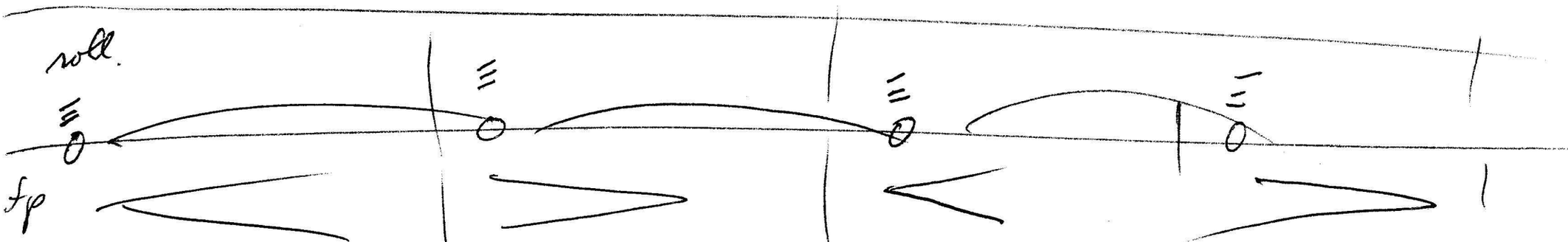
2 1 2

players then move Arms back to rest position, while also player ② is turning around to face the audience Again.



Player ② puts Left arm up Quickly, Player ① puts right arm up Quickly, and move slowly in the indicated direction.

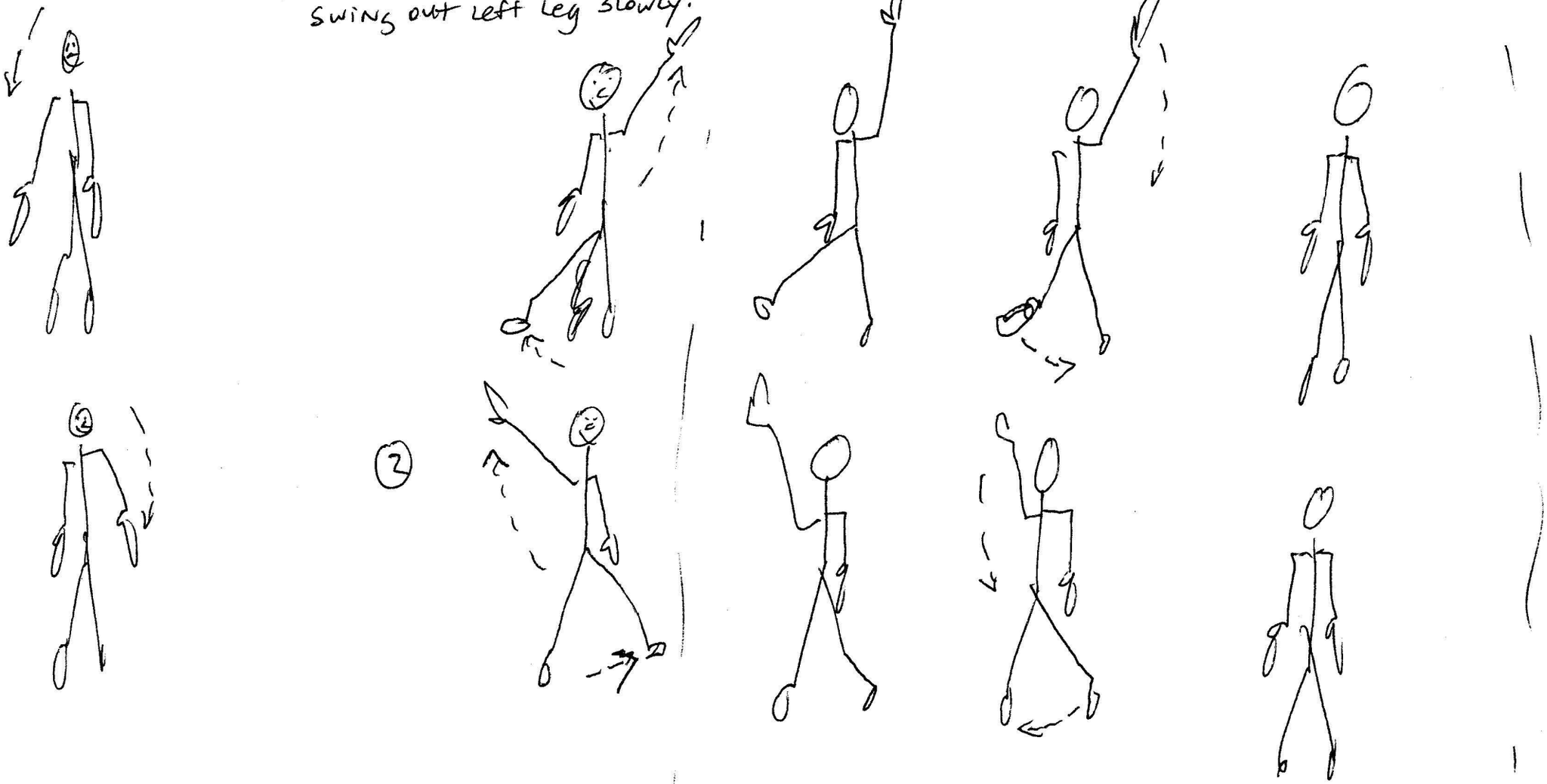


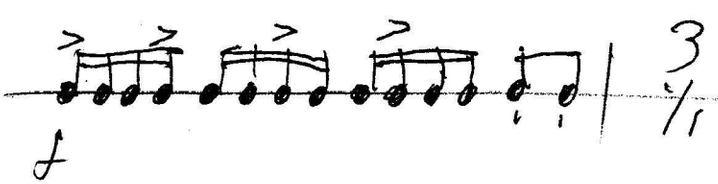


Cont. to lower arm.

Player NO.2 Lifts left arm and swings out right leg. Player ① Lifts right arm and swing out left leg slowly.

Both begin to come back down slowly until they reach normal position.





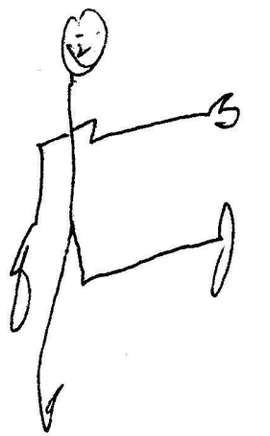
Right arm and leg go out front slowly. Then return.

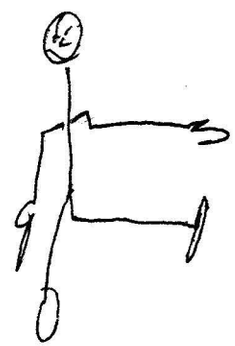
Left arm and leg go out front slowly. The return

Right arm and leg go out to the side and step back (like a ½ circular step back),

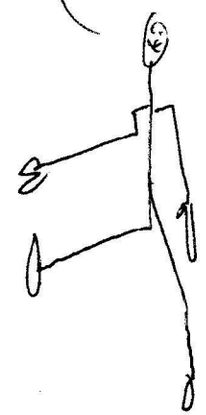
Left arm and leg go out to the side and step back (like a ½ circular step back)

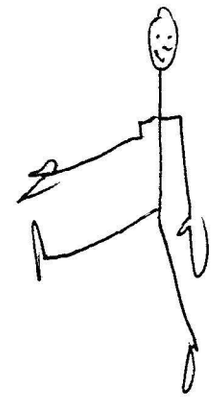
(side view)

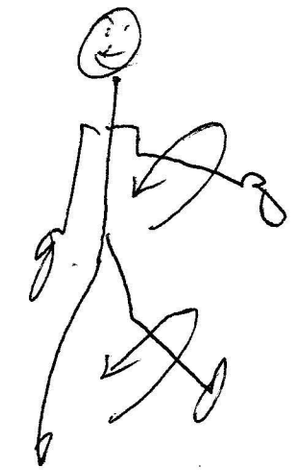




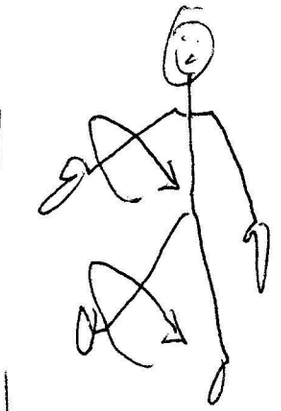
(side view)



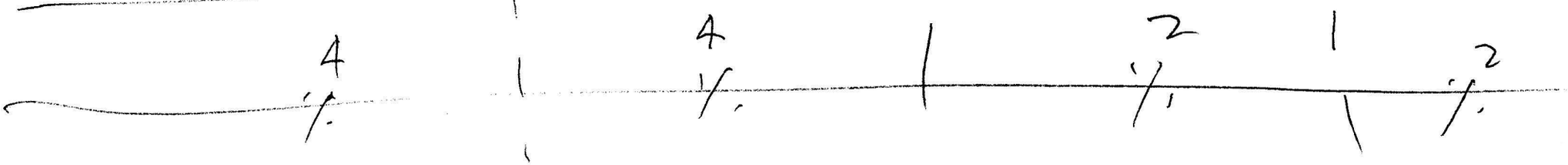










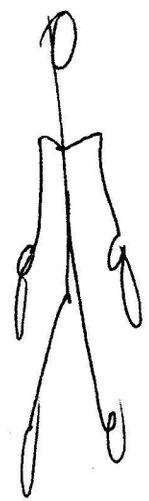


Normal position, pause. (Freeze)

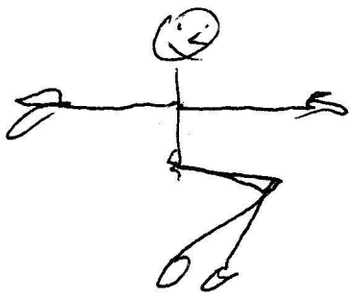
Squat slowly with arms out in front (palms down.)

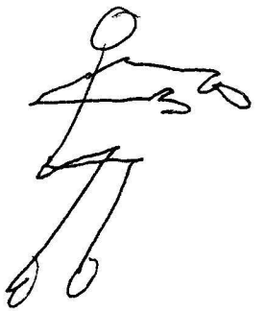
Still squating, arms out to the side.

Arms back out in front.

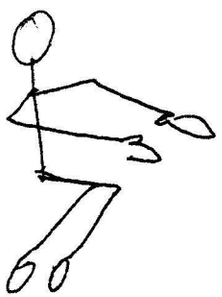


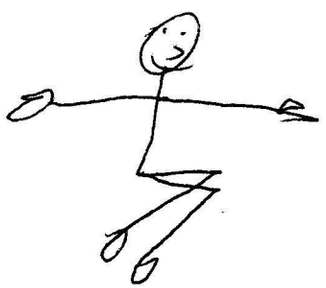


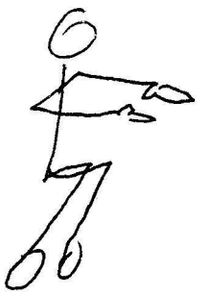






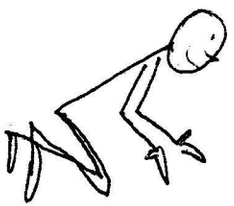




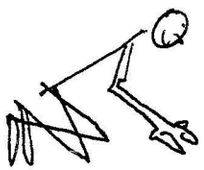


4/4 2/2

Leap frog position.
(knees and hands touching the floor) Head down.



Freeze



6

diminuendo

pp

fine

End of Part III.